THE OFFICIAL GUIDE FROM NINTENDO POWER

BONUS POSTER INSIDE!

GAME BOY ADVANCE

THE LEGEND OF ZELDA
The Minish Cap



THE OFFICIAL Nintendo PLAYER'S GUIDE

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THE LEGEND OF ZELDA®: The Minish Cap

THE OFFICIAL NINTENDO PLAYER'S GUIDE



Contents







A Long, Long Time Ago...

WHEN THE WORLD WAS ON THE VERGE OF BEING SWALLOWED BY SHADOW . . . THE TINY PICORI APPEARED FROM THE SKY, BRINGING THE HERO OF MEN A SWORD AND A GOLDEN LIGHT. WITH WISDOM AND COURAGE, THE HERO DROVE OUT THE DARKNESS. WHEN PEACE HAD BEEN RESTORED, THE PEOPLE ENSHRINED THAT BLADE WITH CARE.











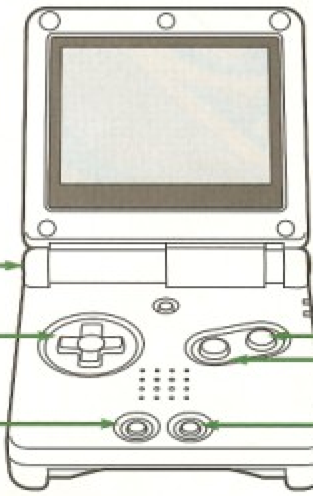




Basic Controls



BEFORE YOU SET OUT ON YOUR QUEST, TAKE A MOMENT TO GET ACQUAINTED WITH THE GAME'S CONTROLS.



L BUTTON

Fuse Kinstones

When you see someone (or something) with a thought bubble over his head, press the L Button to try to fuse Kinstones with him.

DIRECTION PAD

Move

Walk in different directions, push objects or jump from a ledge.

SELECT BUTTON

Talk to Ezlo

If you get stuck, see if Ezlo has any helpful advice to offer.

R BUTTON

Perform Action

Open chests, speak, roll or do anything else displayed in the top-right corner of the screen.

A BUTTON

Use An Item/Speak

Use the item you've equipped to the A Button or speak with the person in front of you.

B BUTTON

Use An Item

Use the item you've equipped to the B Button.

START BUTTON

View Subscreen

Open the subscreens to change the items you're using, check your map or save your game.



GCN CONTROLLER

If you're playing the game on a Game Boy Player, the X and Y Buttons on the Nintendo GameCube Controller will substitute for the GBA's Select Button.

Items List



You can assign any of the items listed here to either the A or B Button. Select a new item or swap out the one you're using by choosing an item with the Control Pad and pressing A or B to equip yourself with it.

Quest Status



The Quest Status screen displays a complete list of all the quest-related items you've collected. Select the Kinstone Bag and press the A Button to view all of your Kinstone pieces. To review your sword techniques, select the corresponding Tiger Scrolls and press the A Button.

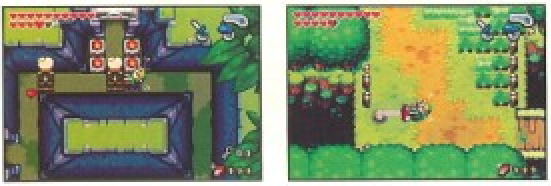
Map (Overworld & Local)





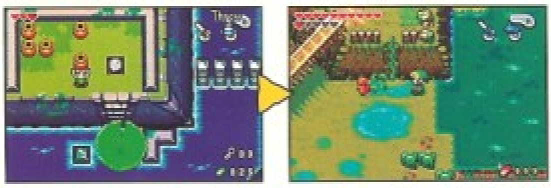
On the map subscreen, you can view a map of Hyrule that shows all of the regions you've visited. To view a local map, select the desired region and press the A Button.

Pushing & Pulling



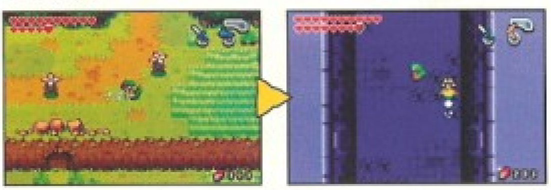
To push a jar, statue or other object, face it and press the Control Pad in the direction you wish to move. To pull, stand on one side of an object and hold the R Button to grab it, then press the Control Pad in the opposite direction.

Picking Up & Throwing



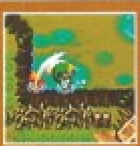
To pick up an object, stand next to it and press the R Button. Once you're holding it, you can throw it by pressing R again. Some objects will yield hearts, Rupees, items, Kinstones or fairies when tossed. You can pick up jars, shrubs and any other object that isn't too heavy or nailed down.

Rolling



Tap the R Button and press the Control Pad in any direction to roll. Rolling is a good way to escape imminent danger or distance yourself from crowds of enemies quickly.

SWORD TECHNIQUES

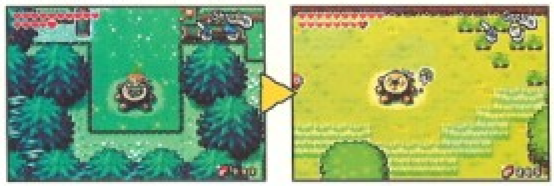




When you receive Smith's Sword, you'll be able to perform only a basic strike. As you journey through Hyrule, you'll meet master swordsmen who will teach you more advanced techniques. Refer to pages 108-109 for details.



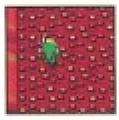
Shrinking & Growing



After you rescue Ezlo, you can shrink to Minish size by hopping onto a Minish portal and pressing the R Button. While you're wee-tiny, press the R Button near a portal to grow back to your original size.

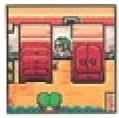
Advanced Abilities

The items below will bestow Link with new abilities automatically.



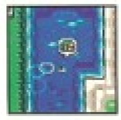
GRIP RING

The Grip Ring enables you to scale cliffs like the one pictured to the left. You can buy it from a Business Scrub at Mount Crenel for 40 Rupees (see page 30).



POWER BRACELETS

The Power Bracelets give you the strength to move large objects even when you're small. You'll find them in the Minish-sized dungeon behind the fountain in Hyrule Town (see page 54).



FLIPPERS

Link's not exactly a world-class swimmer, but with the flippers, he can doggie-paddle across any body of water and dive underwater (press B). They're located in a tiny dungeon underneath the library (see page 55).





Items & Weapons

THE ONLY WAY TO FIGHT BACK AGAINST THOSE WHO WOULD DO HARM TO THE PEOPLE OF HYRULE IS TO UNDERSTAND THE WEAPONS AND RESOURCES AT YOUR DISPOSAL.

Hearts



The heart meter in the top-left corner of the screen represents your life energy. You can replenish the meter by picking up hearts and fairies. Its capacity increases when you get a Heart Container or collect four Pieces of Heart. For a listing of every Heart Container and Piece of Heart in the game, turn to page 94.

Tiger Scrolls



You'll receive a Tiger Scroll whenever you learn a new technique from one of Hyrule's swordmasters (see page 108). The scroll simply describes the technique, in case you forget how to execute it. You can review your scrolls (eight in all) at any time from the Quest Status subscreen.

Mysterious Shells



Over the course of your journey, you'll collect Mysterious Shells. You can trade them to Carlov in Hyrule Town for a chance to win a figurine. You need only one Mysterious Shell to play, but as you get more figurines, your chance of scoring a new figurine increases if you spend more shells. See page 110 for additional information.

Kinstones



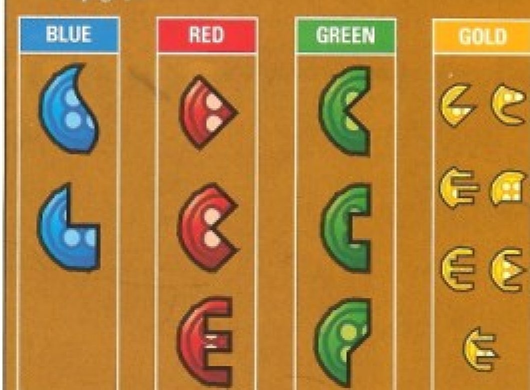
Kinstones are mysterious items said to bring happiness. You'll find them by a variety of means—cutting grass, opening treasure chests, etc. When you see a thought bubble appear over someone's head, you can try to fuse one of your Kinstones with his. If you succeed, something special will happen. An icon will appear on your map to indicate where the fusion's effects took place.

KINSTONE GUIDE



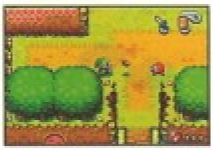
There are four different colors of Kinstones, and multiple types within each color. The effects of green Kinstone fusions are typically random. Red and blue fusions will produce the same results every time. Gold Kinstone fusions are limited to mandatory events.

For a comprehensive guide to Kinstones and the fusion process, turn to page 98.



You can assign the items on this page (presented in the order you'll find them) to either the A or B Button. The phrase "item button" used below refers to the button to which you've set the item.

SMALL SHIELD



LOCATION: HYRULE TOWN
Princess Zelda will win the Small Shield during the Picori Festival and give it to you as a gift. Equip the shield to block (and sometimes reflect) enemy attacks. If you complete a particular sequence of events, you can acquire the more-effective Mirror Shield after you beat the game. See page 93 for details.

SMITH'S SWORD



LOCATION: HYRULE CASTLE
The king of Hyrule will give you the Smith's Sword after the events of the Picori Festival. The blade serves as your primary weapon, and you'll upgrade it throughout the quest.

GUST JAR



LOCATION: DEEPWOOD SHRINE
Even a Dyson vacuum can't match the cleaning power of the Gust Jar. When you have the earthenware equipped, press and hold the item button to suck up virtually anything in your path. Release the button to shoot whatever you've vacuumed. You'll find the Gust Jar in Deepwood Shrine.

BOMBS



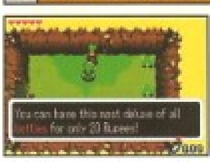
LOCATION: MINISH WOODS
After you obtain the Earth Element, you can acquire a Bomb Bag from a Minish inventor named Belari. The bag enables you to carry 10 bombs. Use the explosives to destroy barricades and blast holes through walls. Later in the game, you can inspire Belari to invent Remote Bombs by fusing Kinstones with Gentari (see page 93).

BOOMERANG



LOCATION: HYRULE TOWN
The boomerang will go on sale in the Hyrule Town shop after you buy the wallet. If you hit an enemy with the boomerang, he'll stop moving for a short period of time. You can also use the weapon to nab Rupees and other items beyond your reach. A Magic Boomerang is hidden beneath North Hyrule Field (see page 93).

EMPTY BOTTLE



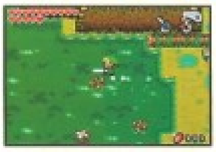
LOCATION: TRILBY HIGHLANDS
You can store things in empty bottles for use later. There are four bottles in the game. You must purchase the one from the Business Scrub in Mt. Crenel to advance, but the others are optional. Check page 112 for instructions on finding them.

CANE OF PACCI



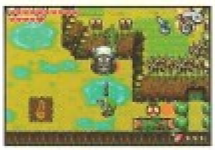
LOCATION: CAVE OF FLAMES
You'll discover the Cane of Pacci in the Cave of Flames. The item fires a bolt that flips whatever it hits, including platforms, vases and even some enemies. On the downside, carrying around a walking stick tends to cause people to refer to you as "Gramps."

PEGASUS BOOTS



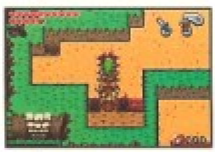
LOCATION: HYRULE TOWN
With the Pegasus Boots equipped, you can sprint all over Hyrule. Press the Control Pad in the direction you want and hold the item button to dash. You'll keep running until you release the button. Getting your hands on the fancy footwear involves a pretty complicated process. Turn to page 41 for details.

BOW



LOCATION: CASTOR WILDS
The bow enables you to pick off enemies from afar. You'll find it in a Minish-sized cave in Castor Wilds. To receive the Light Arrows later in the game, you must complete a side quest before you depart for the Cloud Tops. See page 93 for more information.

MOLE MITTS



LOCATION: FORTRESS OF WINDS
The Mole Mitts, found within the Fortress of Winds, give you the ability to dig through sand and soft dirt. Once you've procured the mitts, you can enter the dirt-filled caves scattered throughout Hyrule.

OCARINA OF WIND



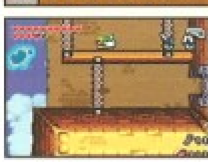
LOCATION: FORTRESS OF WINDS
The Ocarina of Wind may not be as powerful as a certain other ocarina, but it definitely comes in handy. Play the instrument to call Zeffa. The bird will carry you to any Wind Crest that you've uncovered (see page 92). Select your destination and press the A Button to confirm.

FLAME LANTERN



LOCATION: TEMPLE OF DROPLETS
If you're afraid of the dark, the Flame Lantern will be your best friend. Press the item button to ignite the lamp. Not only does it illuminate unlit areas, you can use it to light braziers and melt small chunks of ice. You'll earn the lantern in the Temple of Droplets after defeating a Giant ChuChu.

ROC'S CAPE



LOCATION: PALACE OF WINDS
The Roc's Cape allows you to leap over barriers and across gaps. Hold the item button to jump farther. You'll have to survive three waves of Wizzrobes in the Palace of Winds before the garment will appear. Wear it with the Cane of Pacci to complete your decrepit-old-man look.

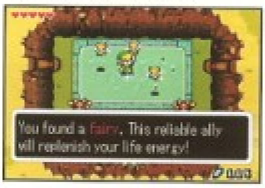


Adventure Tips



ONCE YOU HAVE A SOLID GRASP OF THE BASICS, PERUSE THE FOLLOWING TIPS TO HELP YOU SURVIVE YOUR JOURNEY.

Scour the Land





Smash every jar, leave no stone unturned (lift with your legs) and bomb every crack in the mountainside. You never know what you'll find, from Rupees to Fairy Fountains. Cutting down every bit of foliage doesn't do much for Hyrule's landscaping, but it's for the good of the quest.

Listen to the People



Take the time to chat with everyone you come across. They may provide you with important clues, or more importantly, open side quests that could net you valuable rewards. And be sure to revisit your acquaintances from time to time—they may have something different to say later in the game.

Retrace Your Steps





You won't be able to complete certain tasks or reach some treasures until you've obtained a particular item. If something seems unattainable, chances are you can come back for it later.

Take Heart



The longer your heart meter is, the easier life will be. Collect Pieces of Heart whenever you can to expand the meter as quickly and as frequently as possible. Refer to the Pieces of Heart section (pages 94-97) often to keep abreast of such opportunities.

Find Kinship



Fusing Kinstones is a fun diversion, and the results are often quite useful. Keep in mind that you can fuse Kinstones with some people more than once, while others won't fuse at all until a later stage of the game. See page 98 for more information.



Upgrade Your Arsenal

You can upgrade several of your weapons and expand the capacity of your Bomb Bag and quiver. Doing so will give you a distinct advantage not only in battle, but in solving certain puzzles. Check page 93 for instructions on obtaining the various upgrades.





Train with the Masters



Your basic attack may be sufficient for slaying Octoroks, but if you expect to stand a chance against more-powerful foes, you'll need a wider repertoire of moves. Train with the swordmasters to develop your skills.

Use the Environment



Take advantage of your surroundings. Link is a lot more agile than most of the monsters in Hyrule, so use the objects in the environment to outmaneuver your foes. It's a particularly pertinent strategy when you're facing multiple tough opponents at once.



Help Those in Need



Every once in a while, someone will ask you to set aside that whole "saving the world" thing so you can solve their personal problems. Such is the burden of a hero. Fortunately, the needy civilians will usually make it worth your while.

Talk to the Hat



If you get stuck and aren't sure where to go next, talk to Ezlo for advice. You probably won't need his help since you have this Player's Guide, but the wise-cracking hat is always good for some comic relief.



How to Use This Guide

THE WALK-THROUGH IS SEPARATED INTO THE OVERWORLD SECTIONS THAT LEAD TO THE DUNGEONS, AND THE DUNGEONS THEMSELVES. THE SAME CONVENTIONS APPLY FOR BOTH SECTIONS.

OVERWORLD WALK-THROUGH



ADVENTURE LOG
The Adventure Log provides an at-a-glance summary of the major tasks you'll have to complete on that leg of your journey.

NUMBERED TIPS
Numered tips in the walk-through correlate to the numbers on the map, and will help you get past the tricky spots.

DUNGEON WALK-THROUGH



STRATEGIC NOTES
Certain bits of strategy—usually related to an optional item or subquest—are presented as map callouts rather than numbered tips.

LATER: Later boxes such as this one indicate that you'll have to come back after you've acquired a new item or ability.

ITEM CALLOUTS
Every major item and the contents of each treasure chest are called out on the map. Refer to the key below.

MAP KEY

BIG KEY
You'll need the Big Key to unlock the door that leads to the dungeon's boss.

PORTALS
Red and blue portals will appear in dungeons when you complete certain tasks.

HEART CONTAINER
Your heart meter expands when you pick up a Heart Container.

TIP CALLOUT
Numbers on maps refer to the corresponding tips in the walk-through.

DUNGEON MAP
The dungeon map shows all the rooms on every floor of the dungeon.

SMALL KEY
Small Keys unlock doors in dungeons. They'll disappear after you use them.

PIECE OF HEART
Collect four Pieces of Heart to make a full Heart Container.

MAP CONNECTIONS
Letters indicate connections between areas on the map. Lowercase letters denote Minish paths.

COMPASS
The compass displays the location of each treasure chest in the dungeon.

BOSS LOCATION
At the end of each dungeon, you'll encounter a boss monster.

WIND CREST
You can travel to Wind Crests instantly by using the Ocarina of Wind.



THE PICORI FESTIVAL



THE PICORI FESTIVAL

OUR STORY BEGINS ON THE JOYOUS DAY OF THE PICORI FESTIVAL. UNFORTUNATELY, THE PEACE AND TRANQUILITY THAT THE PEOPLE OF HYRULE HAVE ENJOYED FOR A CENTURY IS ABOUT TO COME TO AN ABRUPT END.



ADVENTURE LOG

- Escort Zelda to the Picori Festival
- Receive the Shield from Zelda
- Deliver the Smith's Sword to Potho

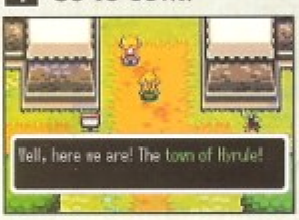


SOUTH HYRULE FIELD



LATER: Once you have found the Ocarina of Wind, you will be able to travel to any of the Wind Crests in Hyrule—a quick way to get around in the world.

1 Go to Town



When you wake up, Princess Zelda will ask you to escort her to Hyrule Town for the Picori Festival (she'll lead the way). Before you do, open the treasure chest in Link's home to add 20 Rupees to your pocketbook.

EXPLORING HYRULE

You won't be able to wander very far from the beaten path at the beginning of the game. As you progress and gain new items and abilities, however, you'll be able to explore more of Hyrule. Take note of conspicuous locations—you may want to revisit them later.

HYRULE TOWN



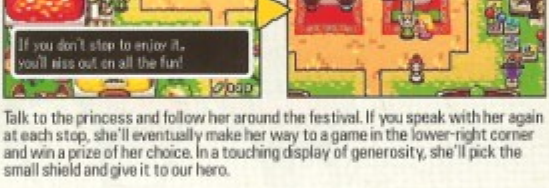
PARTY TIME

Most of Hyrule Town has been cordoned off for the Picori Festival. Therefore, you won't be able to do any shopping, but you can talk to the townsfolk to learn more about the festival and its history.



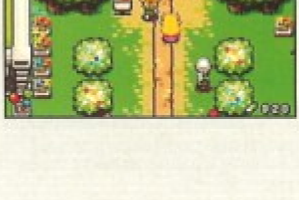
The Picori Festival is held once a year to celebrate the last time the Picori visited the human world. This year marks the 100th anniversary.

2 Step Right Up and Win a Prize



Talk to the princess and follow her around the festival. If you speak with her again at each stop, she'll eventually make her way to a game in the lower-right corner and win a prize of her choice. In a touching display of generosity, she'll pick the small shield and give it to our hero.

3 Hit the Road



Once you have the shield, lead Princess Zelda to North Hyrule Field. There's nothing else to do in town at this point, and Master Smith tasked you with delivering his sword to Hyrule Castle.

NORTH HYRULE FIELD



4 That's Just Not Nice

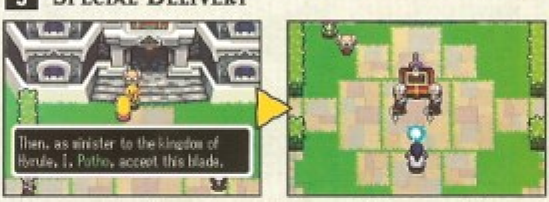


If you follow the road north, you'll see a Deku Scrub spit a nut at Princess Zelda when she approaches. Stand in front of her highness and raise your shield to deflect the next nut back at the scurrilous cad. The scrub will then move out of your path.

HYRULE CASTLE GARDEN



5 Special Delivery



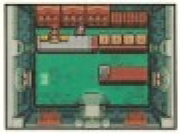
Continue north through the garden and give Master Smith's sword to Minister Potho (he's the bespectacled gentleman standing in front of the castle). The ceremony that follows doesn't quite go as expected.



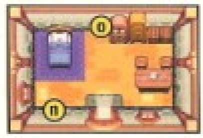
HYRULE TOWN MAP

MAP CONNECTIONS
A ⓑ Letters indicate connections between areas on the map. Lowercase letters denote Minish paths.

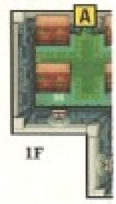
POST OFFICE



STRANGER'S HOUSE



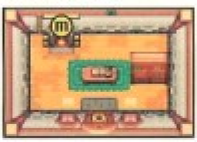
LIBRARY



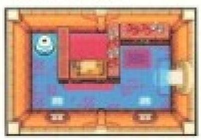
FOUNTAIN: See page 53 for a map of the Minish-sized area behind the fountain.



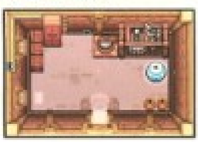
DR. LEFT'S HOUSE



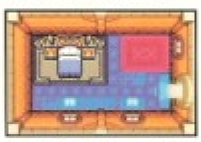
REM'S SHOE STORE



CARPENTERS SHOP

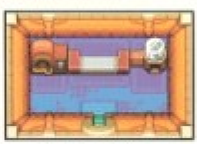


SIMON'S SIMULATIONS



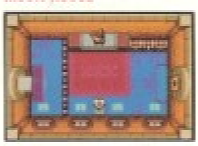
Simon's Simulations will pit you against a variety of foes in virtual arenas. The entry fee is 10 Rupees, but you'll earn a reward should you emerge victorious.

FIGURINE GALLERY

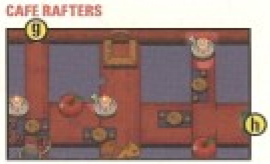


At the Figurine Gallery, you can trade the Mysterious Shells you've collected for figurines modeled after characters, scenes and enemies in the game.

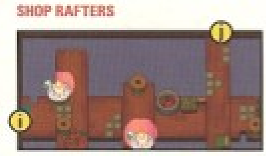
MUSIC HOUSE



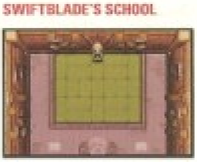
CAFE RAFTERS



SHOP RAFTERS



SWIFTBLADE'S SCHOOL



Swiftblade will teach you new sword techniques once you've acquired certain items.

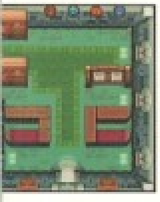
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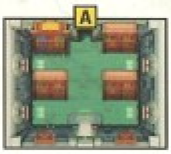
SHOP



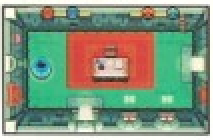
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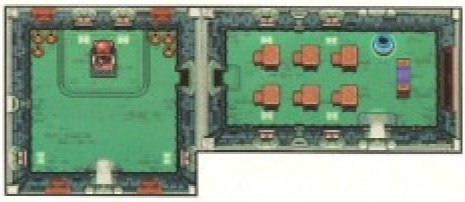
2F



MAYOR HAGEN'S HOUSE



SCHOOL





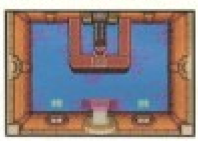
HYRULE UNDERGROUND: See page 91 for maps of the tunnels beneath Hyrule and instructions on how to get down there.

INN

There are three different rooms available at the inn. Staying in any of them will replenish your health completely, but you'll get rarer Kinstones when you choose the more-expensive rooms.



TREASURE GAME SHOP

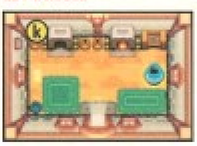


2F

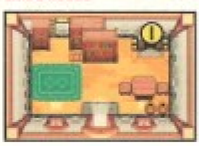


FIELD

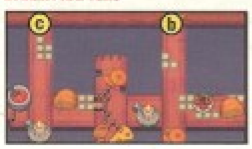
GUY'S HOUSE



GIRL'S HOUSE



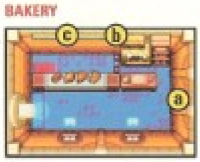
BAKERY RAFTERS



CUCCO SHACK



BAKERY



The delicious pastries that you can buy at the bakery often contain Kinstones.

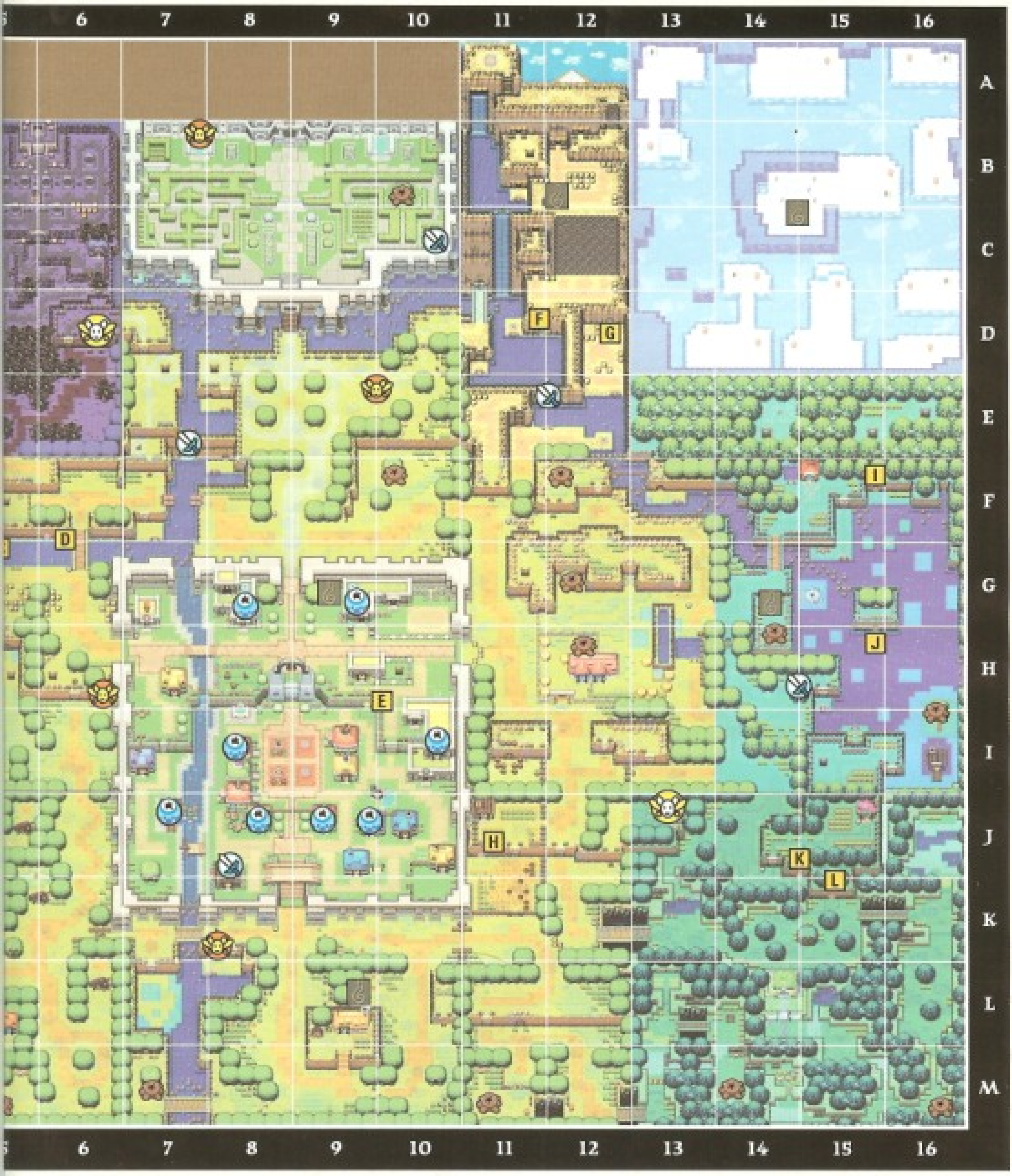
VACANT HOUSE



...merang will be
... for purchase
...u buy the wallet.
...pkeep will add
...ws to his inven-
...e you've pro-
...e bow.

SHOP

ITEM	COST
10 ARROWS	20
10 BOMBS	30
30 MYSTERIOUS SHELLS	200
BOOMERANG	300
SHIELD	40
WALLET	80



le techniques.

answer their

FAIRY FOUNTAINS
Fairy Fountains will replenish your health. You can also capture fairies in your empty bottles.

WIND CRESTS
After you obtain the Ocarina of Wind, you can use it to travel instantly to any of the Wind Crests that you've uncovered.

MINISH PORTALS
Use portals to shink to Minish size or to return to normal size.

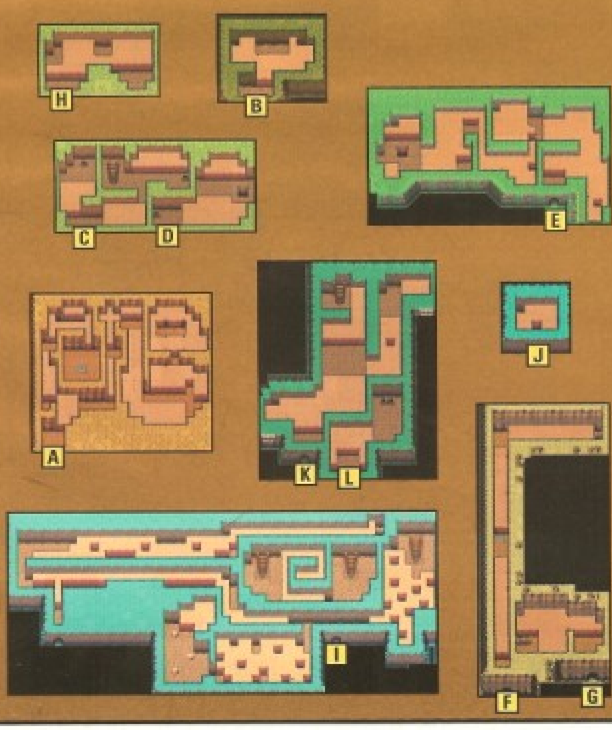
HYRULE MAP

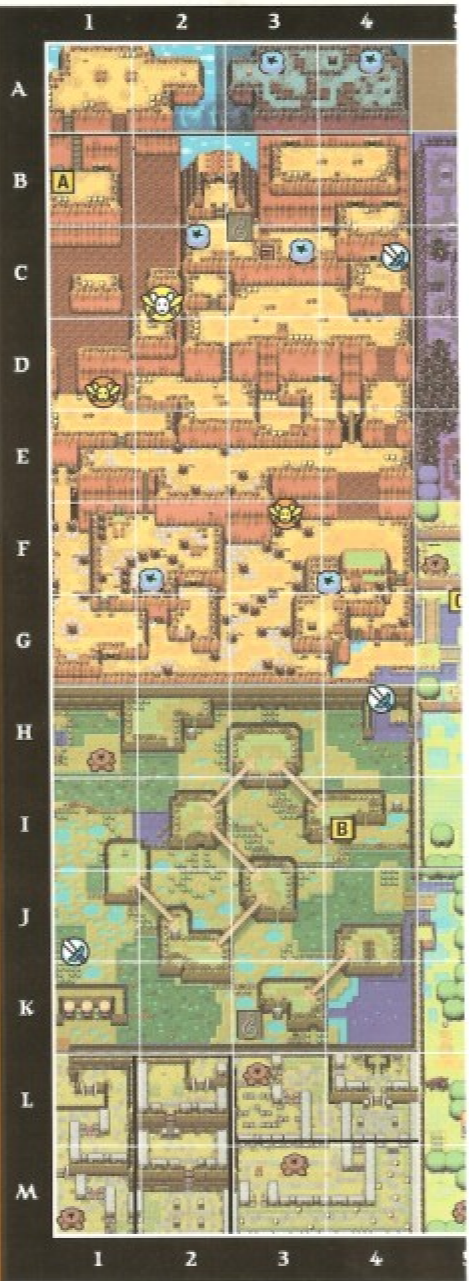
HYRULE AREAS



SECRET CAVES

You'll be able to dig through these dirt-filled caves for treasure once you obtain the Mole Mitts. The entrances to caves D, F and J aren't immediately accessible. You'll need to find the right random green Kinstone fusions to create paths to them.

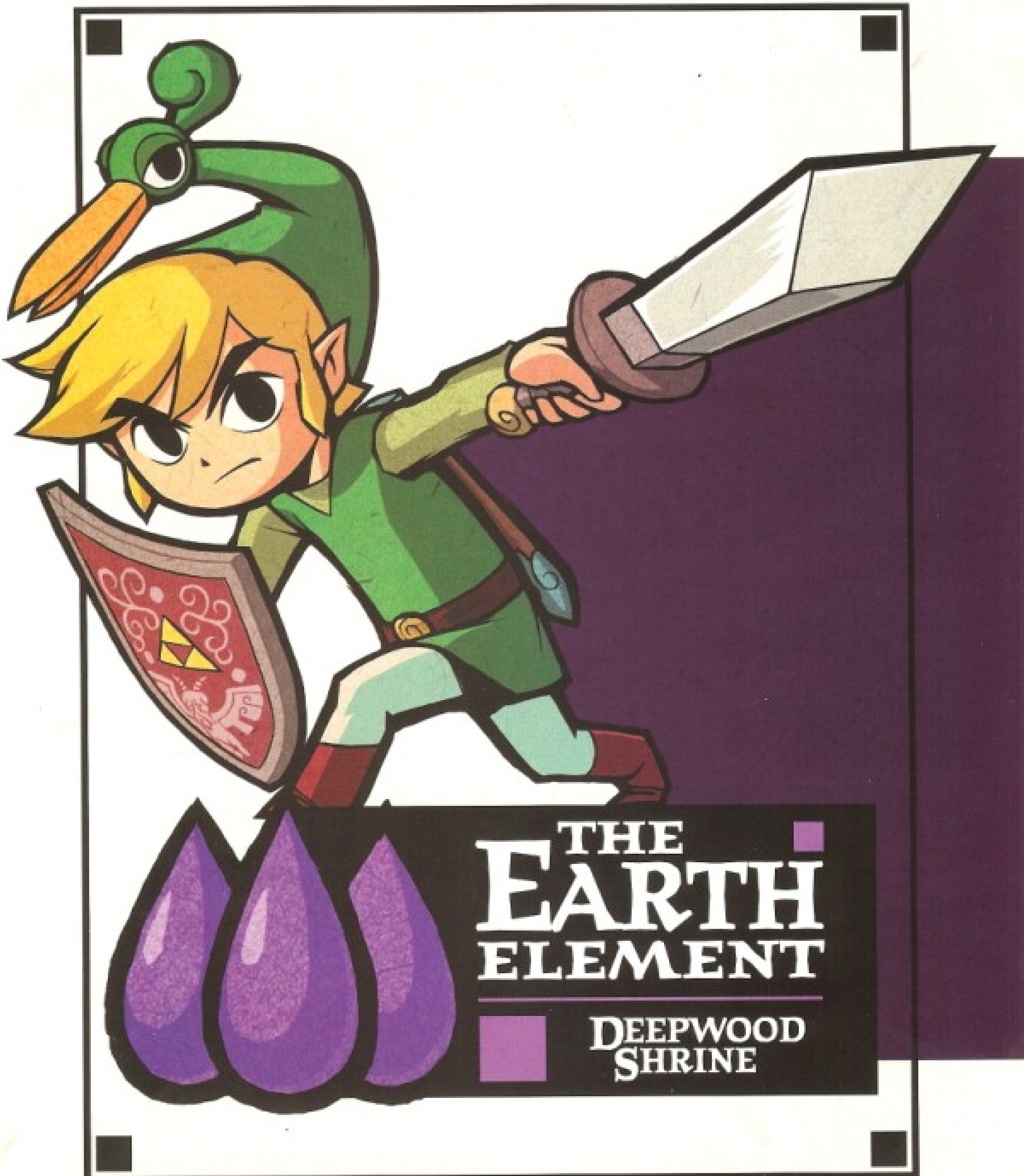




MAP KEY

SWORDMASTERS
Train with the swordmasters to learn new blac

GREAT FAIRY FOUNTAINS
The Great Fairies will upgrade your items if you questions truthfully.


THE EARTH ELEMENT
DEEPWOOD SHRINE



The Earth Element

ON THE FIRST LEG OF YOUR JOURNEY, YOU'LL MEET A WISE-CRACKING CAP, LEARN TO SHRINK TO THE SIZE OF A FLEA AND DIGEST A NUT THAT LETS YOU SPEAK A FOREIGN LANGUAGE.





Adventure Log

- Receive the Map & Smith's Sword
- Journey to Minish Woods
- Rescue Ezlo
- Visit the Minish Village
- Find the Jabber Nut and Talk to the Village Elder
- Enter Deepwood Shrine

King's Quest



When you awaken from Vaati's assault, the king of Hyrule will ask you to travel to Deepwood Shrine in Minish Woods to reforge the broken Picori Blade. Before you go, you'll receive the Smith's Sword and a map of Hyrule marked with the shrine's location.

1 Detour



Exit the castle and head south (watch out for the Octoroks). The entrance to Hyrule Town is blocked, so you'll have to go around. Cut down the stumps blocking your path and proceed east to Lon Lon Ranch.

North Hyrule Field



LON LON RANCH



LATER: Once you've unlocked Talon's house, (see page 41) you can reach the Goron here via the whirlwinds to fuse the Kinstones with him.

EASTERN HILLS



2 Over the Hills and to the Woods



The ranch is closed and the rest of the area is pretty much inaccessible at this point, so continue south until you reach the Eastern Hills, then head east across the bridge to the Minish Woods.

3 Unfriendly Forest



As you approach Deepwood Shrine in the middle of the forest, you'll hear a cry for help and see a pair of Octoroks attacking some sort of green creature back the way you came. Before you go to the rescue, grab the Piece of Heart in front of the shrine.

4 Get Capped



Make your way back to point 4 on the map and slay the Octoroks. Afterward, the exceptionally talkative creature will introduce himself as Ezlo and offer to join you on your quest. His lack of legs makes it difficult for him to keep up with you, however, so he'll ride on Link's head.

MEET EZLO



Ezlo will offer advice on what to do next when you press the Select Button. Because you had the wisdom and foresight to purchase this Player's Guide, you probably won't need his help, but it's worth talking to him for the pure comedic value of his comments.

5 Honey, I Shrunk the Hero



Head south with your new travel companion. When you reach the large tree stump, Ezlo will explain that it's a portal to the wee-tiny Minish (aka Picori) village. Stand on the stump and press the R Button to shrink to Minish size.

MINISH WOODS



6 Miniature Journey

Once you've turned microscopic, walk through the hollowed-out log to the west, then hop on the lily pads and ride them to Minish Village.

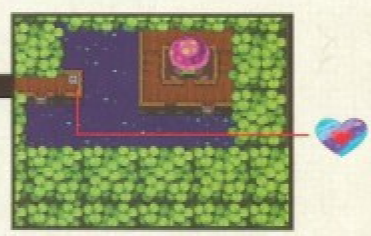
7 Jibber Jabber



The Minish speak a different language, so most of them won't be able to understand you (and vice versa). The exception is Festari, who you'll find in the abbey. He'll tell you to look for a Jabber Nut, which will allow you to comprehend the Minish tongue. You'll find such a nut in the barrel house, as marked on the map. Also be sure to snag the Piece of Heart east of the abbey.

MINISH VILLAGE

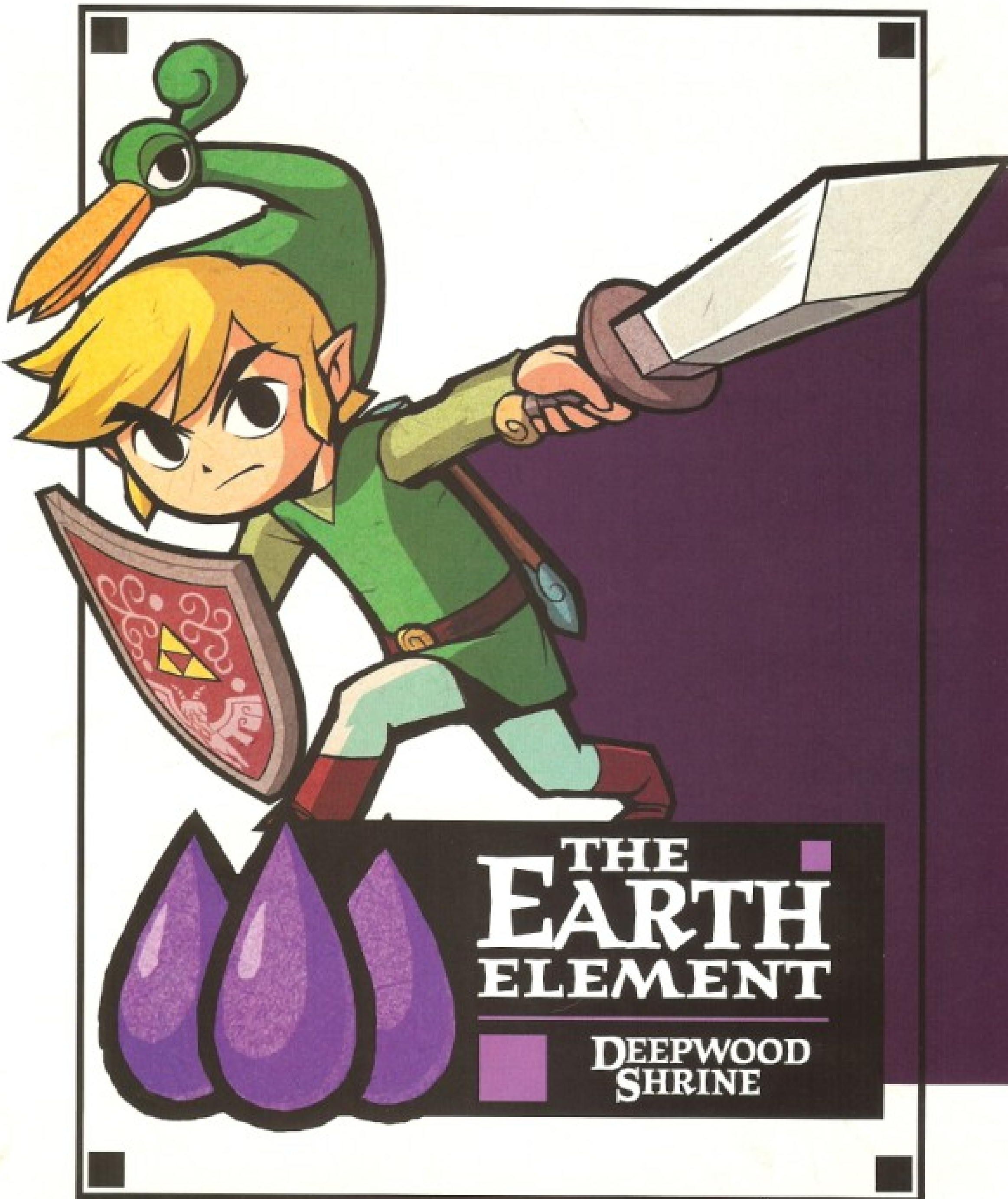




8 Abbey Road



If you talk to the village elder, he'll mark your map with the locations of the four elements you need to reforge the Picori Blade. Return to the abbey afterward and talk to Festari to gain entry to Deepwood Shrine.


THE EARTH ELEMENT
DEEPWOOD SHRINE



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MINISH VILLAGE





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Deepwood Shrine

AS YOU DELVE INTO DEEPWOOD SHRINE, WATCH OUT FOR FALLING SLUGS. CREATURES THAT WOULD TYPICALLY POSE LITTLE THREAT PROVE DANGEROUS FOR A HERO OF SUCH DIMINUTIVE STATURE.

Use the Gust Jar to vacuum the yellow patches in the room and reveal three floor panels. Two of them will materialize chests containing **10 Mysterious Shells** each, and the third will create a blue portal next to the Piece of Heart. The corresponding portal is at the beginning of the dungeon.





9 Light the Way



When you enter the shrine, push the statue out of the way and proceed through the middle door. In the next room, step on all four panels to light the torches and reveal a treasure chest.

10 Elastic Mushroom



Pull the lever in the upper right-hand corner to extend a bridge to the mushroom. Grab onto the mushroom and pull it to the right, then release the Control Pad (but keep holding R) to send Link flying.

11 Barrel of Fun

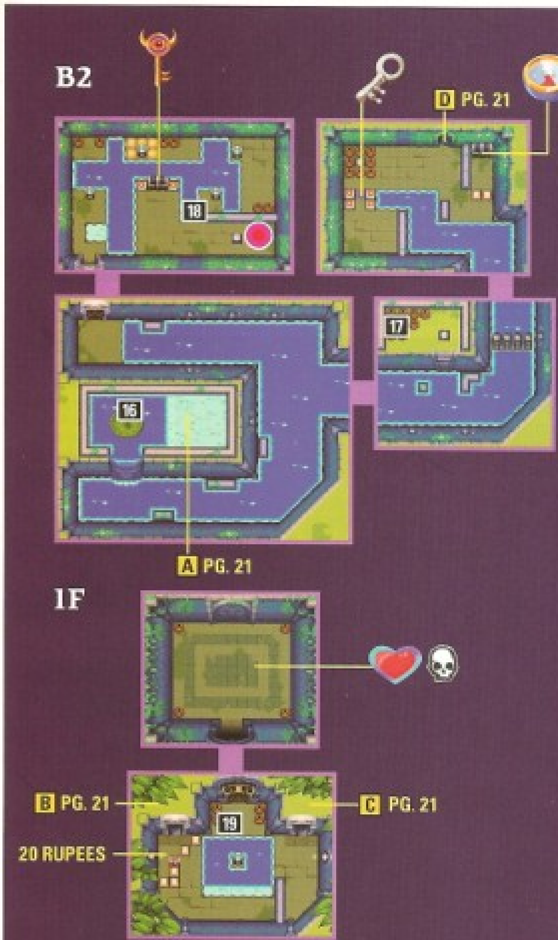
Climb the far-right stairs and step on the panel, then walk through the barrel to reach the other side of the room. Push the statue onto one of the panels there and stand on the other one yourself. You can then rotate the barrel by running inside it. Do so until you reveal a door leading to the lower-left part of the room, then head through the west exit.



12 Puddle Jumper



Pull the mushroom all the way back to fling yourself across both puddles. Grab the dungeon map, then return to the mushroom and pull it back only halfway to land next to the door.



15 The Gust Jar

Head to the room at point 15 on the map. (You can go downstairs and grab the compass along the way—push the right-hand block in front of it north and the left-hand block west). To defeat the Madderpillar, strike its nose then go to town on the heart that appears at the end of its tail. Repeat the process when your foe reverts to its normal color. You'll eventually slay the insect and win the Gust Jar. Use your new item to suck away the web that blocks the south door, then head down and nab the Piece of Heart.



16 Gust-Powered Vessel

Return to the barrel and vacuum the web that's covering the hole in the middle so you can drop through to level B2. Pull the lily pad to you with the Gust Jar, then stand on the pad and use the jar to propel yourself down the stream.

17 Lily Bridge

Head east on your makeshift boat and push one of the vases onto the floor panel at point 17 to lower the barricade. Proceed upstream and dock your lily pad next to the torches in the following area. Push one of the vases onto the floor panel nearby, then walk across the lily pad to the treasure chest.

18 Suck Mushrooms



Hop back on the lily pad and use your newly acquired key to enter the room at point 18. Pull back the first mushroom there to fling yourself to the northwest corner, then use the Gust Jar to pull subsequent mushrooms within reach and make your way to the Big Key. Afterward, step on the floor panel to activate the red portal, and warp back to level B1.

19 Stairway to Treasure/Doom



With the Gust Jar, you can clear away the cobwebs blocking the stairways at points B and C. The left stairs will take you to a treasure chest that contains 20 Rupees. The right stairs lead to the dungeon boss. Use your Gust Jar on the mushroom to fling yourself west then north.

13 Under Pressure

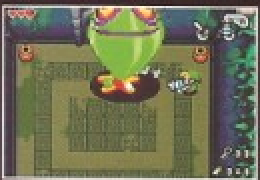


Push the vase onto the floor panel, then walk across the bridge and pull the statues onto the panels in the next room while you're standing between them. You'll find a Small Key in the treasure chest that appears. Make your way back to the barrel and rotate it until you can reach the upper-right part of the room, then use your newly acquired key to unlock the east door.

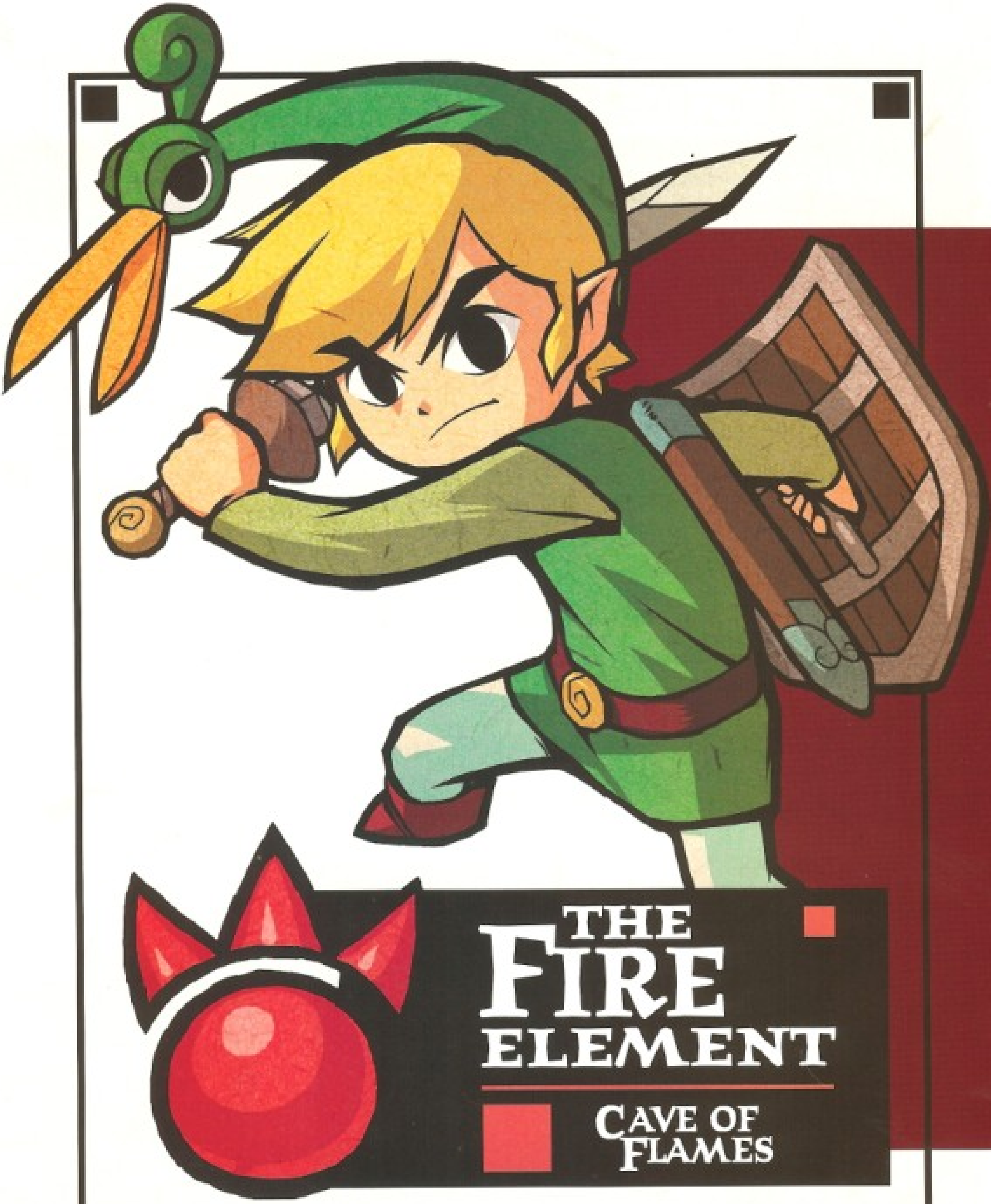
14 Key Battle

Pull the first mushroom back only as far as the tread marks indicate to touch down on the narrow strip of land in the middle of the room. Step on the panel there to extend a bridge, then use the other mushroom to reach the southeast exit. In the next room, pull the right-hand statue past the floor panel, then walk around and push the other statue onto the panel. Proceed through the north door and cut down all three foes to earn another Small Key.

Boss: Giant ChuChu



Use your Gust Jar to suck up the goo at the Giant ChuChu's base. When the boss jumps, roll out of the way then resume suction. Eventually the creature will no longer be able to support its oversized head—after teetering back and forth, the ChuChu's cranium will hit the ground (stay clear to avoid getting crushed). That's your cue to start slicing. If you run low on health, you can smash the vases for hearts.


THE FIRE ELEMENT
CAVE OF FLAMES

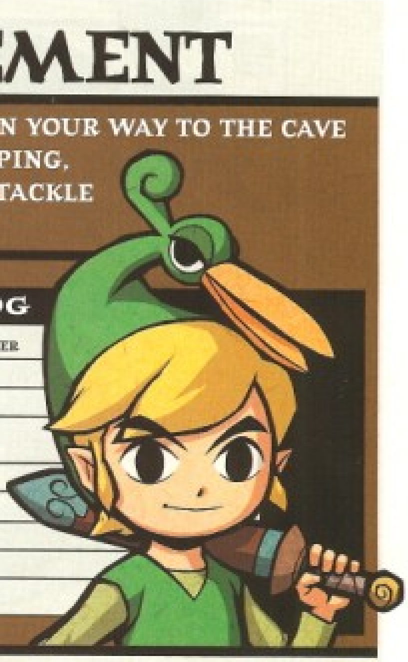
THE FIRE ELEMENT

ONE ELEMENT DOWN, THREE TO GO. ON YOUR WAY TO THE CAVE OF FLAMES, YOU'LL DO A LITTLE SHOPPING, LEARN HOW TO FUSE KINSTONES AND TACKLE HYRULE'S TALLEST SUMMIT.

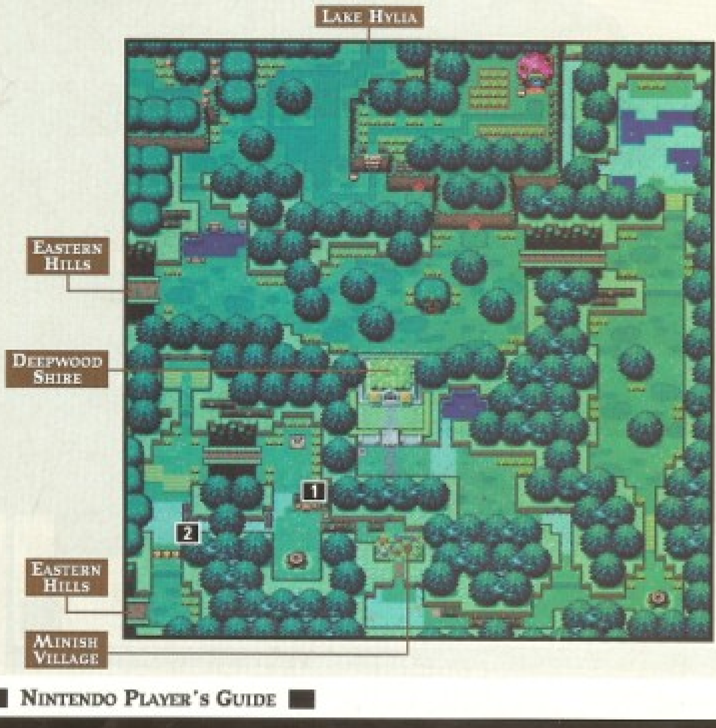


ADVENTURE LOG

- Talk with the Minish Elder
- Receive the Bomb Bag
- Return to Hyrule Town
- Learn How to Fuse Kinstones
- Learn the Spin Attack
- Obtain an Empty Bottle
- Climb Mount Crenel
- Visit Melari's Mines
- Enter the Cave of Flames



MINISH WOODS



Update the Elder

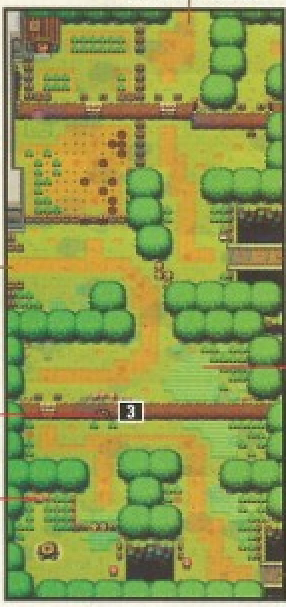
Return to Minish Village and speak with the elder. After showering you with compliments, he'll advise you to go to Mount Crenel, where you'll find a Minish named Melari who should be able to repair the Picori Blade. At the end of the conversation, the elder will reveal a shortcut through the forest.

1 Generous Inventor



Before you grow back to normal size, stop inside the mushroom to the north of the tree stump. A Minish inventor will give you a Bomb Bag with 10 bombs in it. The explosives will come in handy on your way to Mount Crenel.

EASTERN HILLS



Rather than get in close, you can defeat the flying Peahats from a safe distance using your Gust Jar.

LATER: The Minish inside this mushroom will tell you to come back when you have a Kinstone piece.

2 Roadblock



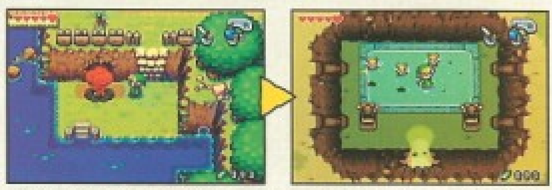
To clear the rocks from your path at point 2, set a bomb in front of them. Once the smoke has cleared, proceed to the Eastern Hills.

3 Bat-tle for Shells



Use a bomb to blow a hole in the cracked section of the rock face. Inside the cave, you'll find a pair of bats, and a treasure chest that holds 20 Mysterious Shells.

4 Rest for the Weary



Upon your return to South Hyrule Field, you can blast open the cave at point 4 to discover a Fairy Fountain. If you prefer to replenish your health the old-fashioned way, you can also take a nap at Link's home. Next stop, Hyrule Town.

SOUTH HYRULE FIELD



LATER: When you get the Flippers, shrink yourself on the Minish portal below and swim to this tiny cave for a Piece of Heart.

LATER: Come back to the sparkling tree once you have the Pegasus Boots (see page 41). When you charge the tree, the leaves will fall off, revealing a Minish portal.

LATER: When you fuse your first Kinstone, the bramble on this tree will disappear, allowing you to snag the Piece of Heart inside. See tip 5 on page 26.

HYRULE TOWN



LATER: There are quite a few places in town that you won't be able to visit yet, including the inn and the library.

LATER: You won't be able to enter this house via the front door until you collect every figurine.

BAKERY	
ITEM	COST
BRIOCHE	20
CROISSANT	30
SLICE OF PIE	40
SLICE OF CAKE	60

SHOP	
ITEM	COST
10 BOMBS	30
30 MYSTERIOUS SHELLS	200
SHIELD	40
WALLET	80
BOOMERANG	300

5 The Hurdy-Gurdy Man



As soon as you enter town, the Hurdy-Gurdy Man will give you a Kinstone Bag and explain the process of fusing Kinstones. Press L afterward to fuse the Kinstone piece that he gives you. An icon will appear on your map to indicate where the fusion's effects took place. In this case, it's the tree near Link's house.

HYRULE TOWN

Now that the Picori Festival is over, Hyrule Town has returned to normal. Before you trek to Mount Crenel, take a moment to explore what the town has to offer—many of the homes and shops are open to visitors.



Hyrule Town will serve as a hub over the course of your adventure. Return there after claiming each element to see if any of the items or abilities you've procured will allow you to access new parts of town. You'll find lots of useful items and information.

KINSTONES

With the Kinstone Bag in your possession, you'll occasionally find Kinstone pieces hidden beneath shrubs, inside treasure chests, etc. When you see someone with a thought bubble above his head, you may be able to fuse one of your Kinstones with one of his.



Most Kinstone fusions are optional, though they often reap substantial rewards. Note that some fusions are possible for only a limited time. See the Kinstone section on page 98 for more information.

6 Spinarooni



If you stop by the house to the left of the bridge and ask Swiftblade to train you, the master swordsman will teach you the spin attack. Afterward, demonstrate the technique in front of him to receive a Tiger Scroll that explains the attack (just in case you forget).

7 Mo' Money



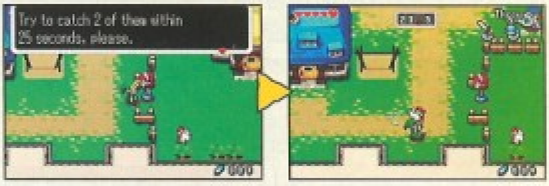
The wallet for sale at the shop allows you to carry 300 Rupees at a time. It's a good idea to buy it now so you can start saving for some of the more expensive items (such as the 300-Rupee boomerang that will go on sale the next time you enter the shop). If you've still got money burning a hole in your pocket, why not stop by the bakery? Its pastries often contain Kinstone pieces.

8 Mr. Clean



The elderly woman milling about the town square comments that one of the stalls is kind of dirty. If you suck up the grime with your Gust Jar, another peddler will eventually set up shop there (and the old hag will have to find something new to complain about).

9 Chicken Run



You can make some quick cash by lending a hand to the girl at point 9. She'll ask you to catch a number of Cuccos and throw them back in the pen within a certain amount of time. If you're successful, she'll give you a reward and 10 Rupees for each Cucco (50 for a golden Cucco). You can help her as many times as you want, though it gets more difficult each time. Eventually she'll give you a Piece of Heart.

10 The Right Stuff

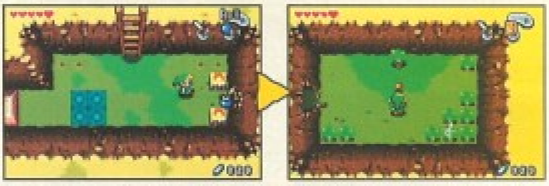


You have to travel through the Trilby Highlands to get to Mount Crenel, but the guard won't let you pass unless you show him your spin attack. He interprets the demonstration as proof that you have what it takes to battle the monsters in the area (or at least make yourself dizzy enough to numb the pain when they bludgeon you). Make sure you have at least 60 Rupees before you leave town.

TRILBY HIGHLANDS

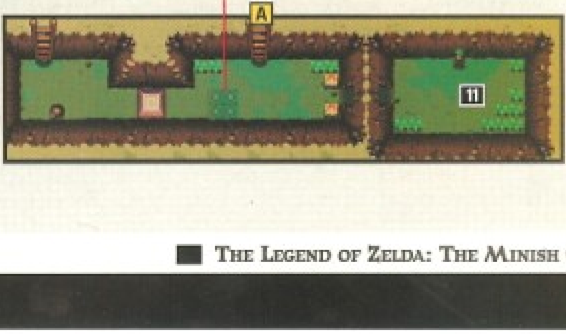


11 Bottle Stop



If you take a little detour and head south in the Highlands, you'll find a ladder that leads to an underground cave. Blow a hole in the east wall, then use your shield to deflect a nut back at the Business Scrub in the adjacent cavern. Despite the fact that you nearly knocked him out with his own projectile, the scrub will demonstrate his unwavering entrepreneurial spirit by selling you an empty bottle for 20 Rupees.

LATER: Return to this tunnel to push the middle block once you learn to split your character in two (see page 36).



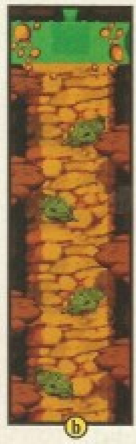
MT. CRENEL'S BASE



You can buy 10 bombs for 30 Rupees from the Business Scrub inside this cave.

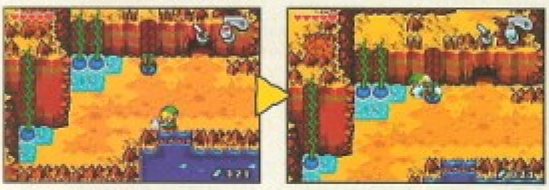
While you're Minish size, you can squeeze through these tiny holes to snag a couple of **Kinstones**.

The Business Scrub beyond this cracked wall tells you that the scrub in the Trilby Highlands possesses a useful item, but you already knew that. Save your bombs.

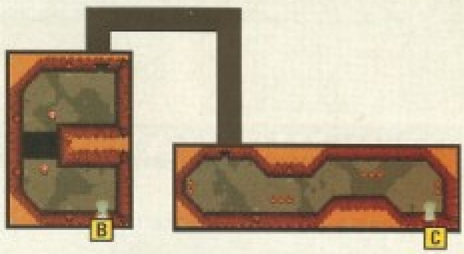




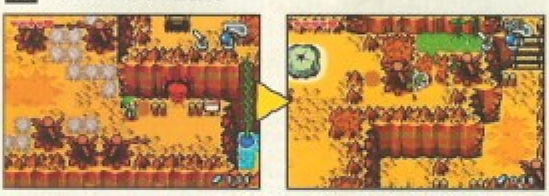
12 Water the Plants



Stand near the edge of the river and fill your bottle with water. As much fun as it might be to package the water and sell it to yuppies, you'll need to pour it on the nearby sprout instead. Once the plant grows, you can use it to scale the cliff.



13 Hidden Spring



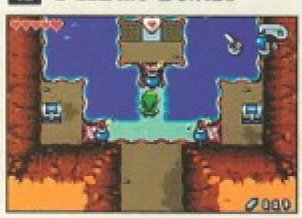
Ignore the warning sign and place a bomb between the posts at point 13. Step inside the cave (watch out for the ChuChus), climb the ladder, and blow up the rock to the right of the large gray stone. Hop on the stone and shrink yourself, then follow the path that the rock was obstructing. When you reach the end, fill your bottle with the green Mt. Crenel Mineral Water.

14 Ride the Wind



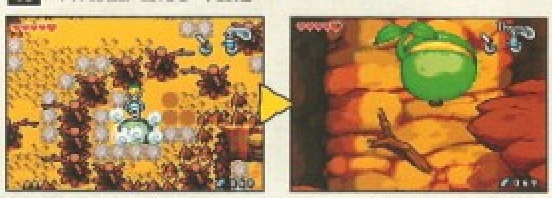
Revert to normal size and use a bomb to clear the opening marked B on the map. Proceed through the cave until you emerge on the adjacent cliff, then jump inside the whirlwind to inflate Ezlo. Float to the other whirlwind, on your left, then land on the cliff next to it.

15 I Heart Bombs



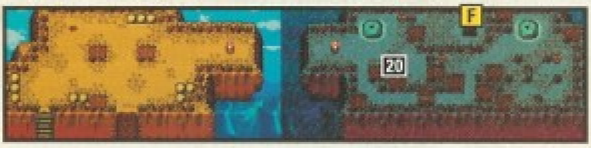
If you contine along the far west side of the mountain, you'll come to what seems like a dead end. You can place a bomb between the trees, however, to reveal a cave that contains a Piece of Heart, 50 Rupees and a Kinstone piece. Bomb the purple blocks to reach the treasure.

16 Water into Vine

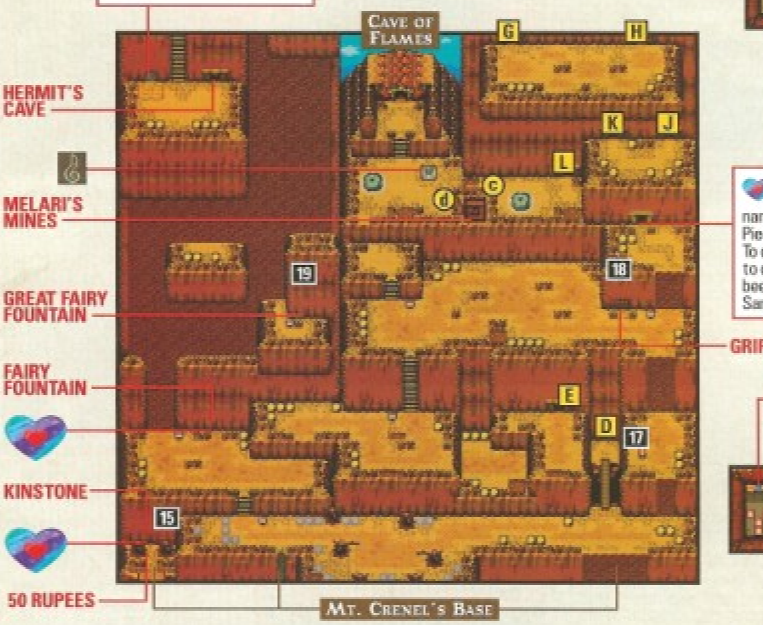


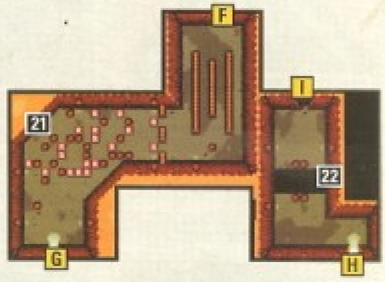
Climb back down to Mt. Crenel's Base and use your Gust Jar to uncover the large gray stone at point 16. Shrink yourself and pick up the seedling to the north, then throw it in the hole next to the cliff face. Get big again, and climb the beanstalk that grows from the seedling once you've poured the Mineral Water on it.

MOUNT CRENEL



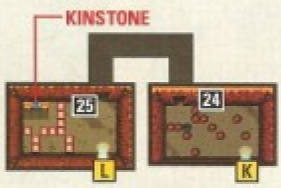
LATER: Return here after you obtain the Mole Mitts and dig through this cave for a Piece of Heart.

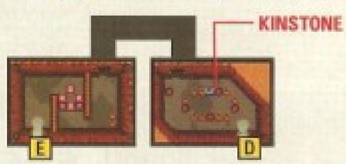


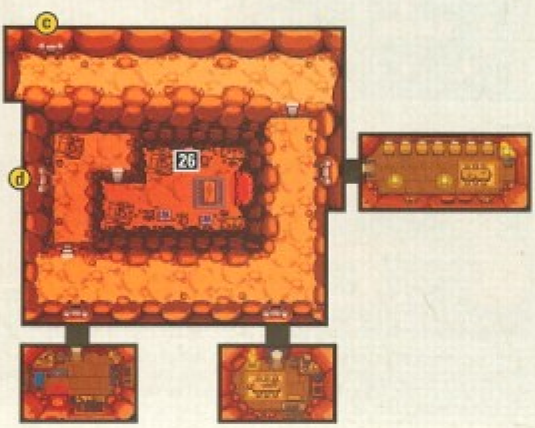




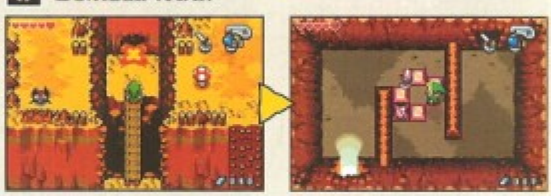
LATER: This cave is home to a swordmaster named Grayblade, as well as a Piece of Heart and 100 Rupees. To open the door, you'll have to come back after you've been to the Elemental Sanctuary (see page 36).







17 BOMBER MAN



Head east, cross the narrow bridge and blow a hole in the mountain at point D. In the second room of the cave beyond, use a bomb to destroy the cracked block on the right, then push the other blocks out of your way.

18 Get a Grip



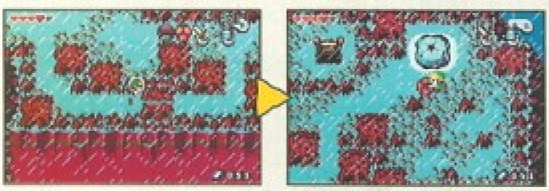
Make your way to the cave at point 18. Deflect a nut back at the Business Scrub inside, then purchase the Grip Ring from him for 40 Rupees. The magical band enables you to scale cliffs like the one pictured in the right screenshot above.

19 Disobedience + Honesty = Reward



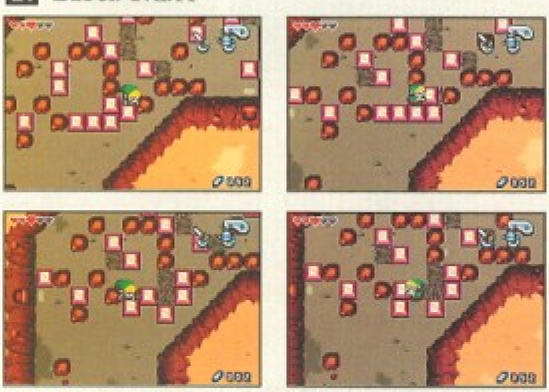
Climb back down and retrieve the Piece of Heart from the Fairy Fountain on the west side of the mountain (set a bomb between the jagged rocks to enter). To reach the Great Fairy Fountain overhead, scale the cliff (watch out for falling rocks) and blow a hole in the wall at point 19. If you disobey the sign and toss a bomb in the fountain, the Great Fairy will ask you a question. Answer truthfully ("Neither") to receive a bigger Bomb Bag.

20 Rolling Stones



Continue your ascent and use the mushroom at the mountain's peak to fling yourself across the gap. Shrink down to squeeze through the narrow path to the south, then get big and roll the stones into the holes between you and the ladder.

21 Block Party



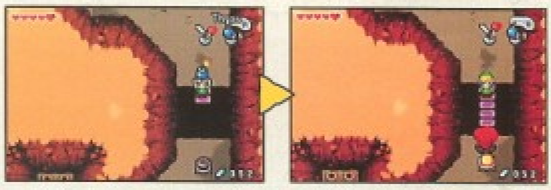
To get past the maze of purple blocks, push them as illustrated in the screenshots above. Not every step in the process is shown, but the tread marks indicate which of the other blocks you'll need to move.

22 Cleared for Landing



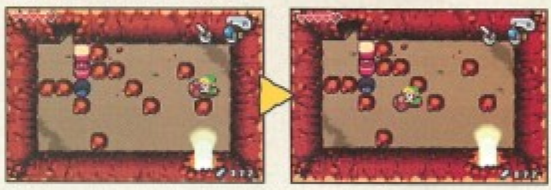
You have two options for getting past the crevice at point 22. If you want to use the mushroom on the near side, you must first employ your Gust Jar to clear away the vases on the opposite side. Alternatively, you can smash the pots on your side and use the Gust Jar to grab the mushroom on the opposite side.

23 It Takes a Bomb to Build a Bridge



To extend the bridge across the rest of the gap, you have to drop a bomb in front of you, then pick it up and throw it at the switch on the far side.

24 Keep on Rolling



Roll the round stone into the hole in front of the statue (if you mess up, you can leave the room and come back to return the stone to its original position), then push the statue out of your way.

25 Blocked Off



To reach the treasure chest (which contains a Kinstone), push the blocks as illustrated by the tread marks in the screenshot. It's a lot simpler than the number of blocks might lead you to believe.

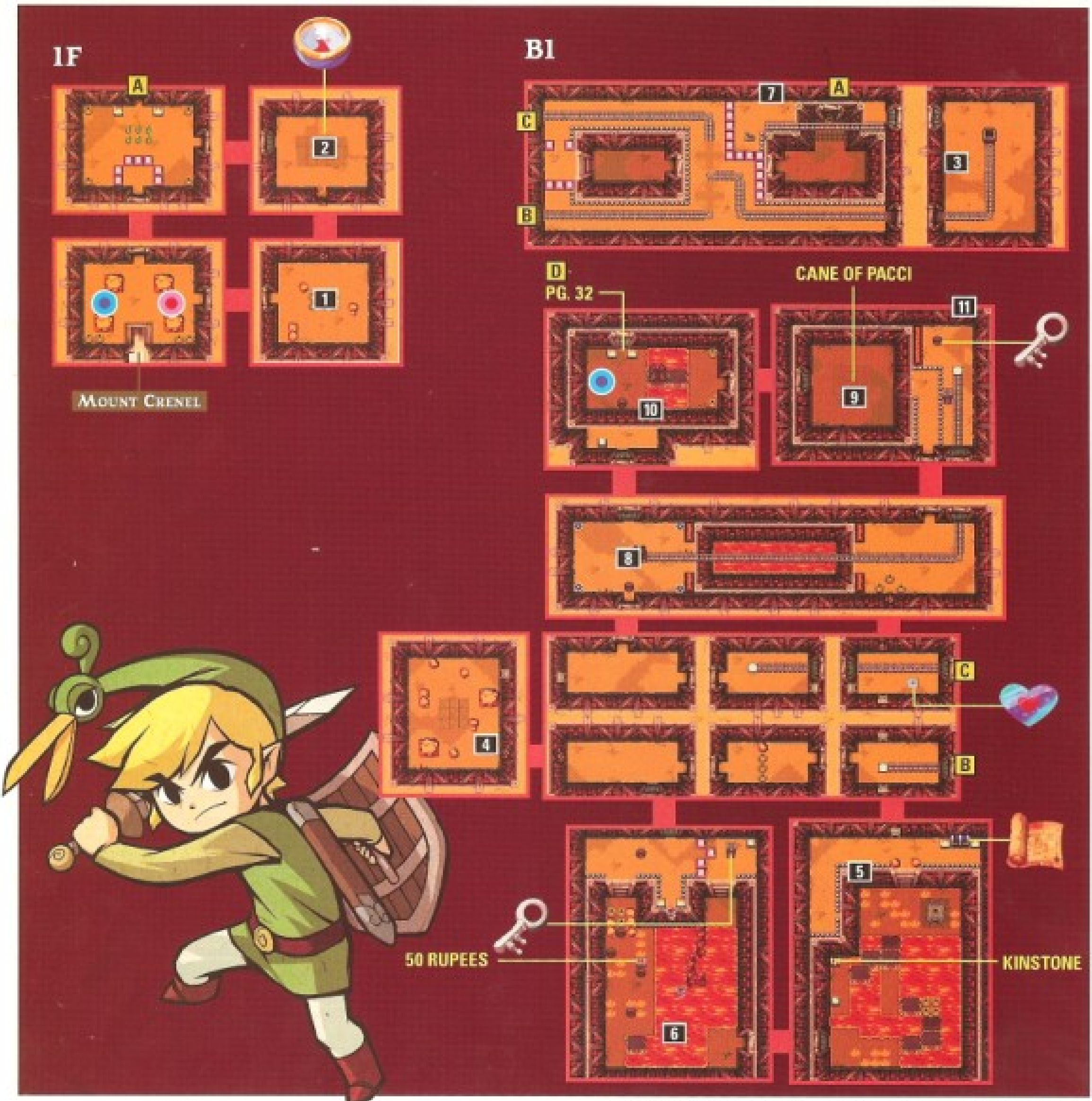
26 Through the Mines

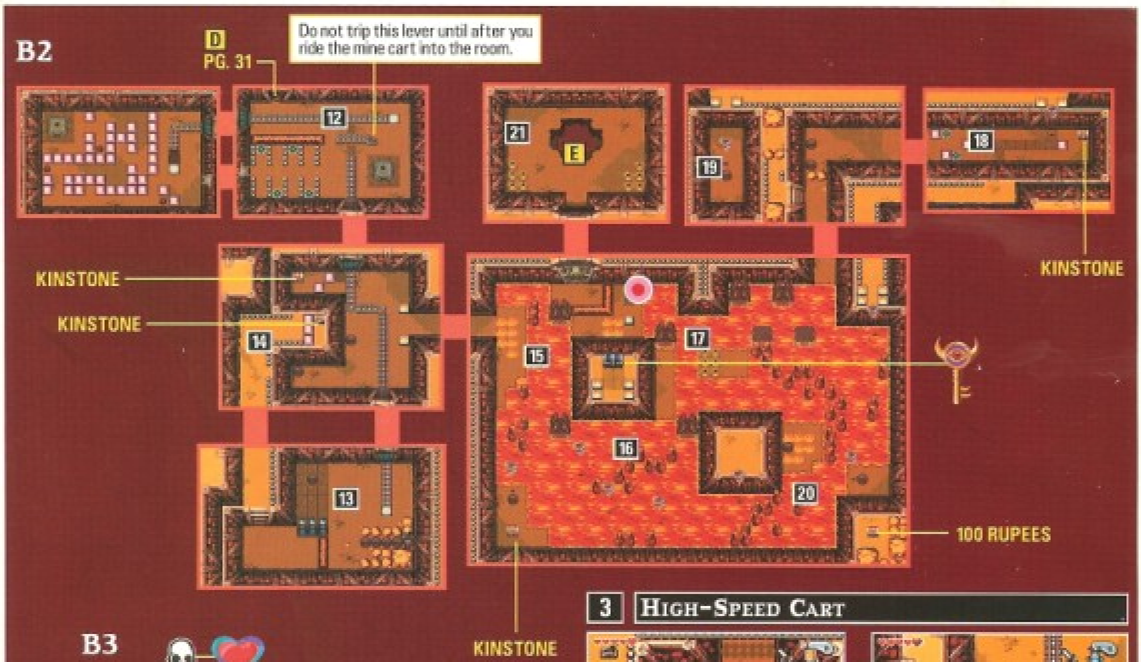


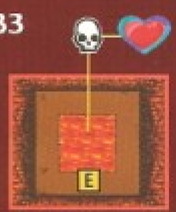
When you reemerge on the mountainside via the exit marked L on the map, use the large gray stone to shrink yourself to Minish size, then follow the tiny path to Melari's Mines. If you talk to Melari, the master metalsmith will get to work on your broken Picori Blade and give you permission to enter the Cave of Flames.

Cave of Flames

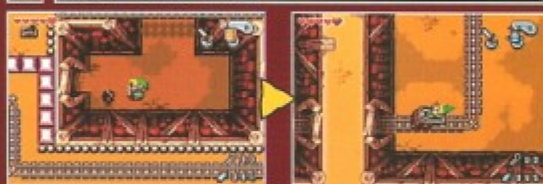
AS YOU MAY HAVE GUESSED, THE CAVE OF FLAMES IS VERY, VERY HOT, A FACT THAT EZLO BEMOANS AT EVERY OPPORTUNITY. THE SWELTERING HEAT WOULDN'T BE SO BAD IF IT WEREN'T ACCOMPANIED BY FLAMES. AND LAVA. AND A FIRE-BREATHING MONSTER.







3 High-Speed Cart



Make your way to the mine cart at point 3, but watch out for the masked Helmasaurs that charge when you enter the room. Deal with the baddies as you see fit, then hop on the cart for a wild ride.

1 Bombing Options



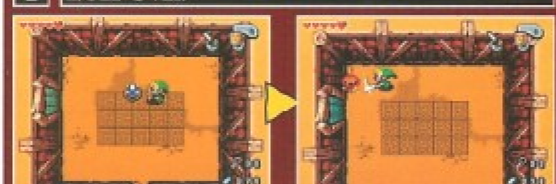
If you nudge a Bob-omb with your shield, it will careen around the room until it eventually explodes. If it comes in contact with your shield a second time, the walking explosive will stop and detonate immediately. To blast a hole in the north wall, stop one of the Bob-ombs in front of it, or just use a good old-fashioned insentient bomb.

4 Mini-Miner



Head west and blow a hole in the wall when you come to what seems like a dead end. Defeat all of the Helmasaurs in the following room to reveal a Minish portal. Use the portal to shrink yourself, then walk through the tiny opening to your right and carefully make your way to the room at point 5.

2 Roll Over



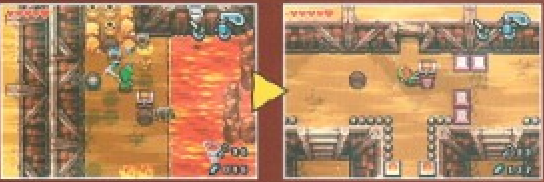
When the Spiked Beetles spin toward you, raise your shield to knock them onto their backs, then strike their soft underbellies with your sword. Once you defeat both of them, the door will open and a treasure chest will appear.

5 Who Put Those There?



Jump down to the floor from the gap in the stones on the left side of the room, then get big and grab the dungeon map. As you proceed to the west exit, use the Gust Jar to remove the vases from your path before you try to run across the crumbling platforms next to them.

6 Holes

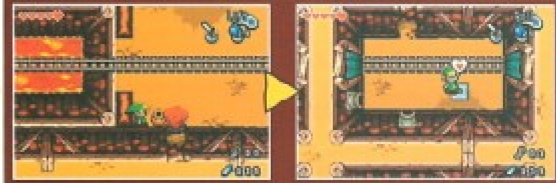


Ride the moving platform across the lava. If you hit the bugs on the other side, they'll roll into balls that you can use to fill the holes in front of the treasure chest and the ladder. Jump into the whirlwind from the north ledge, then float to the northeast shore, push the purple block out of the way and drag the treasure chest into the hole so you can procure the Small Key.

7 On the Right Track

With a Small Key in your possession, ride the mine cart back to point 3 and unlock the door in the northwest corner of the room. Walk across the small length of track on the other side of the door, then flip the lever and hop back in the cart.

8 Hard-to-Reach Heart Piece



You'll fall in a hole as you enter the room at point 8—don't jump out until the spiked Traps start to move back toward the corners. Follow the tracks across the lava and blow a hole in the cracked section of the south wall to get your hands on the Piece of Heart in the adjacent room.

9 Cane of Pacci



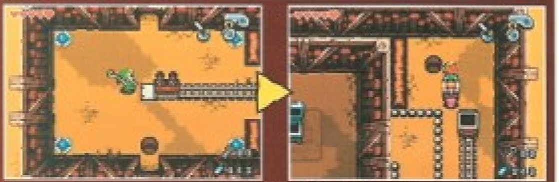
When you jump down to point 9, a large group of metallic ChuChus will surround you. Strike them when they lunge at you, or stun them with bombs. Once you vanquish all of them, the treasure chest that holds the Cane of Pacci will appear.

10 No Ordinary Stick



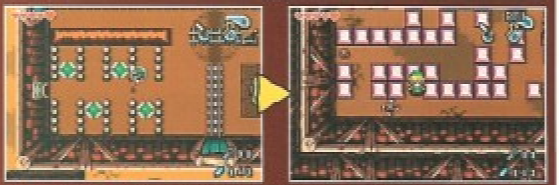
Use the Cane of Pacci to flip over the spiked platform, then fire your new item at the hole and jump in to propel yourself onto the adjacent ledge. Step on the floor panel up there to open the door and activate the blue portal.

11 Flip It Good



Flip over the mine cart at point 8 and take it for a ride. You'll stop on the other side of the barrier in the room where you found the Cane of Pacci. Pull the treasure chest into the hole so you can grab the small key inside, then hop back in the cart, head north and unlock the door marked D on the map.

12 Biggie Small



Get small via the Minish portal, then walk past the green Traps and through the tiny hole in the wall. Use the Minish portal in the next room to grow up, then stand in the alcoves to avoid the Traps as you wind back through the maze of purple blocks. Turn over the mine cart, ride it back to the previous room and hit the lever to switch the tracks.

13 Holey Bugs



If you hop back in the mine cart after you switch the tracks, it will drop you off at point 13. Attack the bugs and use them to fill all four holes in front of the lever, then pull the lever into the other hole and hit it to lower the barricade.

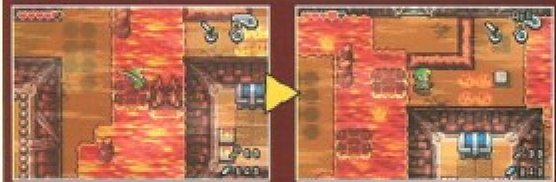


14 Next of Kin



Drop from the north end of the ledge to land next to the treasure chest below. To reach the other chest, use the Cane of Pacci on the northmost hole. Both chests contain a Kinstone.

15 Seeing Red



Extinguish the flames at point 15 with your sword, then use the Cane of Pacci to flip the spiked platform as it passes by. If you wish to activate the red portal, step on said platform as it's moving north, get off on the narrow strip of land to the right and stand on the floor panel.

16 Lava Walking 101



Ride the platform that you flipped in the previous tip as it's moving south, then flip each subsequent platform before you reach it. That way, you can step onto the next platform before the one beneath you crumbles.

17 Advanced Lava Walking

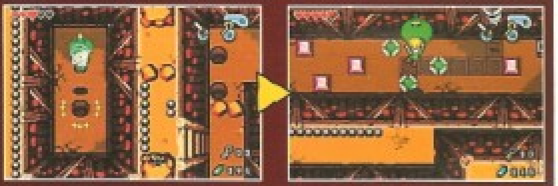


When you reach the strip of land east of the big blue treasure chest, use the Gust Jar to clear away the vases to your right before you flip and ride the next platform. The platforms in the following series move in alternating directions. The timing is a bit tricky—you have to flip the spiked platforms while you're standing one platform away from them.

18 Kinstone Detour

When you finally escape the big lava chamber, climb the ladder and drop into the hole to your right. If you'd like to pick up another Kinstone, head east down the hall and navigate the moving Traps by changing "lanes" as the spiked contraptions come toward you.

19 Up and Around



Energize the north hole with the Cane of Pacci and leap back onto the middle ledge. Drop to your left and use the cane on the hole at point 19 so you can propel yourself into the whirlwind, then land on the north ledge. Follow it east, hop into another whirlwind and float onto the ledge to the south that leads back to the lava chamber.

20 Let the Wind Carry You



Ride a pair of whirlwinds to the southeast corner of the lava chamber to find 100 Rupees. Hop back into the second whirlwind and alight on the patch of land at point 20. Put out the flames, then use your cane on the hole and leap onto the large platform. Navigate another series of whirlwinds to reach the other large platform, where you'll find the Big Key. (Along the way, you can take a short detour to the southwest corner of the chamber for a Kinstone).

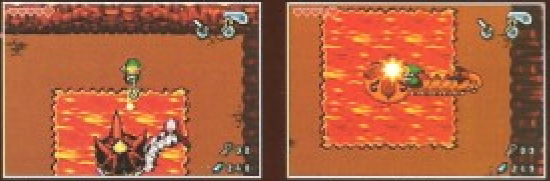
21 The Heart of the Mountain



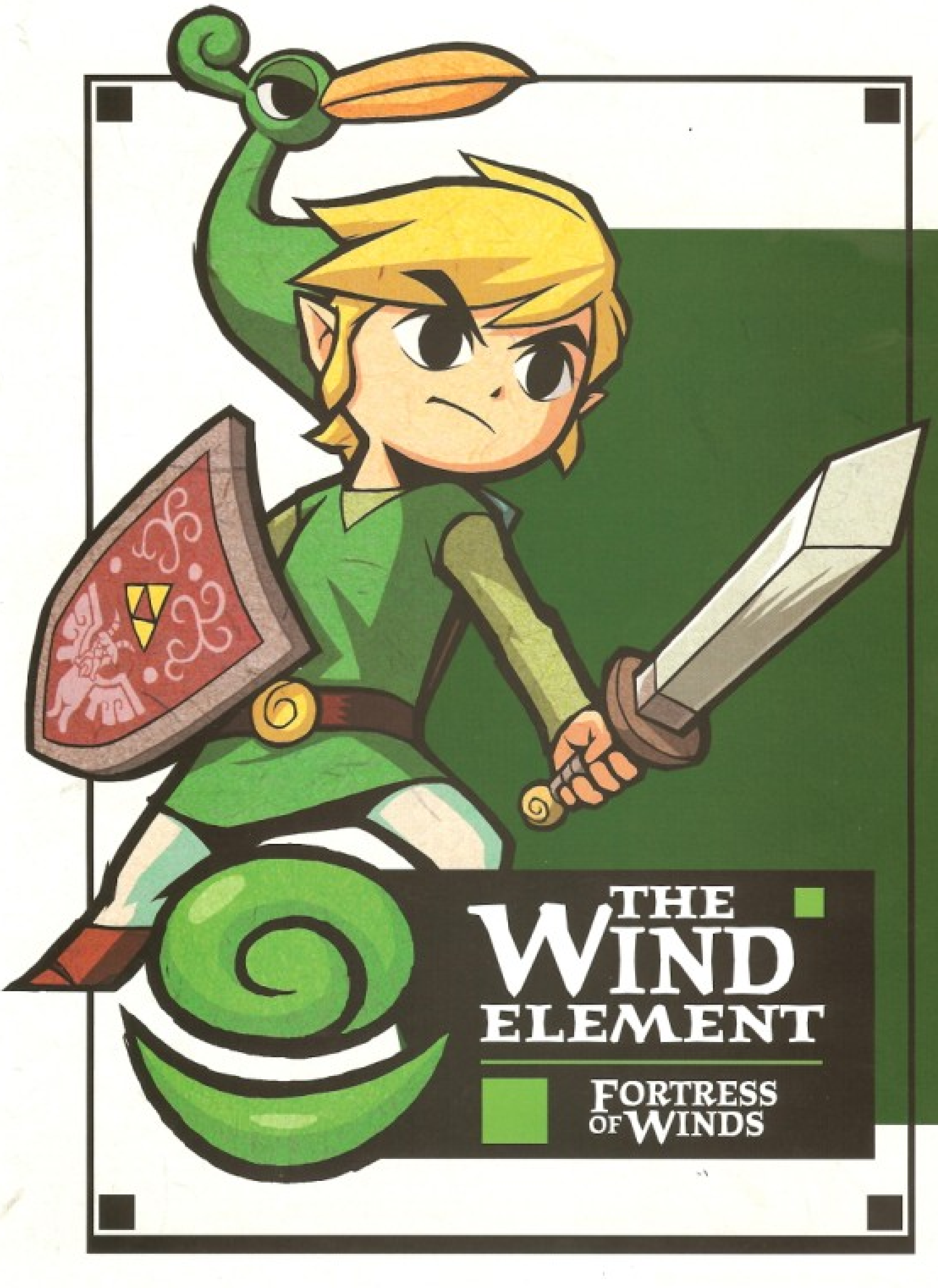
If you drop to the north of the Big Key platform, you can flip the spiked platform to your left and let it carry you to the boss door. Smash the jars in the next room if you need to replenish your health, then fall down the ominous-looking chasm.

Gleerok

Get behind the fire-spewing Gleerok and aim the Cane of Pacci at his shell to stun the creature and expose his weak point. You'll have a limited window of opportunity to deal damage, so quickly run across his neck and start hacking. When the boss begins to stir, retreat to solid ground before he knocks you into the lava. Once you've wounded the Gleerok significantly, he'll dive and the pool of lava will swell to the edges of the room. Stay along the walls and watch out for falling rocks. Repeat the process until you've slain the beast.



The Gleerok's fire breath will cover more ground as the battle rages on. Extinguish the flames if you're running out of room to maneuver or if you're about to kick the bucket—some of the fires will yield hearts.


THE WIND ELEMENT
FORTRESS OF WINDS



THE WIND ELEMENT

THERE'S QUITE A BIT TO DO IN AND AROUND HYRULE TOWN BEFORE YOU SET OFF FOR THE FORTRESS OF WINDS. MEANWHILE, VAATI WILL SET HIS OWN MACHINATIONS IN MOTION.

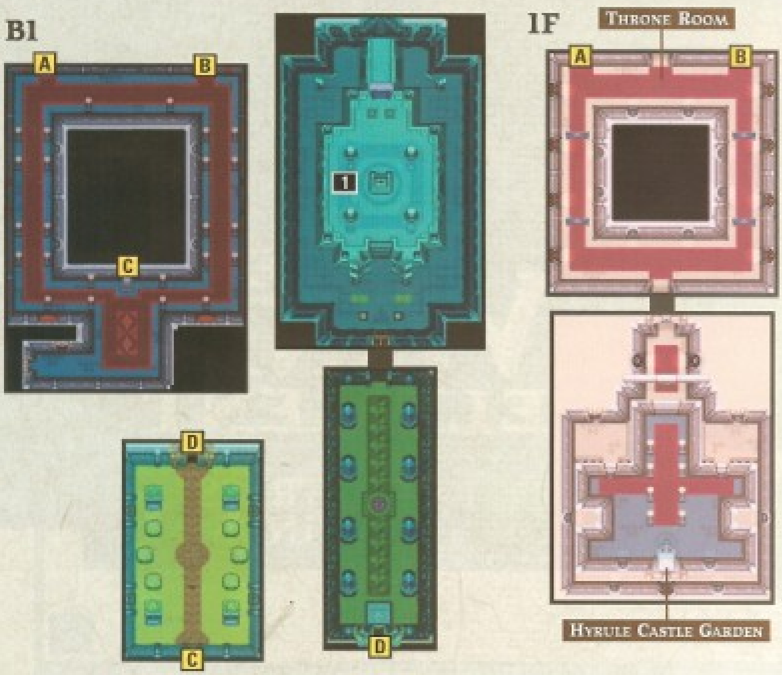




ADVENTURE LOG

- Retrieve the White Sword
- Enter the Elemental Sanctuary
- Travel to Castor Wilds
- Obtain the Pegasus Boots
- Enter the Fortress of Winds

HYRULE CASTLE



The Blade Reforged



Before you climb down from the mountain, remember to check in with Melari. He'll give you the White Sword (formerly known as the Picori Blade) and tell you about the Elemental Sanctuary hidden in Hyrule Castle.

1 Link Squared



Head to the sanctuary via the basement, and drop the White Sword in the pedestal to infuse the blade with the powers of the Earth and Fire Elements. You can then create a doppelganger by charging your sword and walking across two of the glowing floor panels. To exit the sanctuary, you'll have to put your new ability to the test by standing on both switches simultaneously.

North Hyrule Field



2 Origins



When you exit the castle, an old acquaintance will pay you a visit, block off the area and summon a pair of Moblins. After you defeat them, Ezlo will tell you a bit about his past.

Lon Lon Ranch

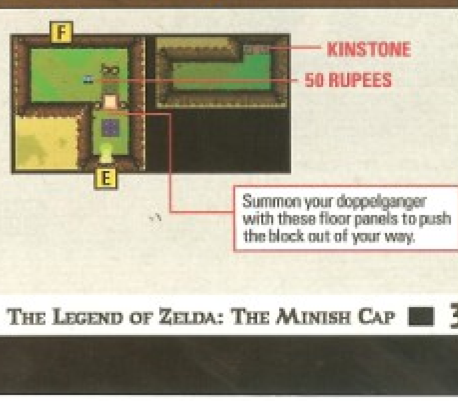


Pieces of Heart

With your new items, you can reach three more Pieces of Heart in the areas surrounding Hyrule Town. You'll need a bomb for the one in North Hyrule Field, and the Cane of Pacci to reach the one in Veil Falls. The one in Lon Lon Ranch requires you to hit the tree north of Talon's house with a dash attack once you have the Pegasus Boots (see page 41). Use the revealed portal to get small—the Piece of Heart is at the end of the tiny path to the east.



If you go back to Mount Crenel, you can enter Grayblade's cave by doubling Link on opposite ends of the panels and stepping on both switches. Not only will you find a Piece of Heart inside, but Grayblade will teach you the roll attack.



VEIL FALLS



EASTERN HILLS



3 INTO THE WOODS

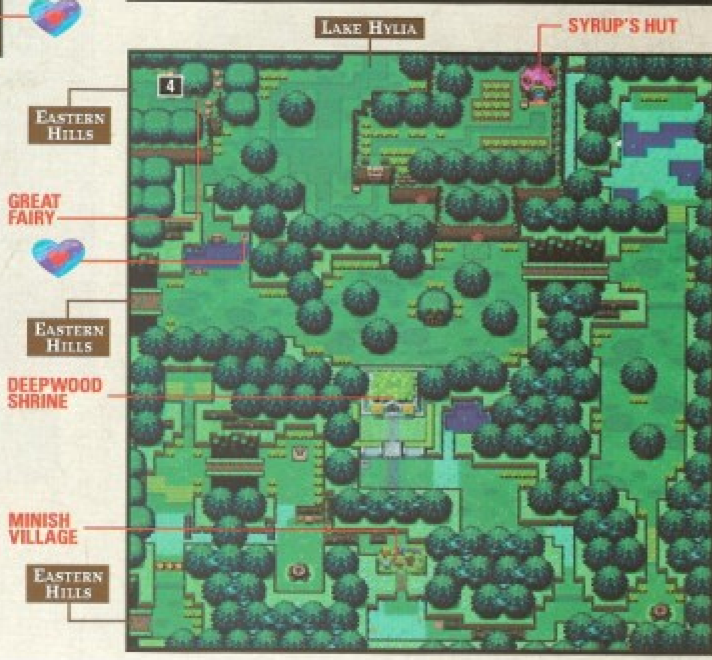
Head through Lon Lon Ranch to the Eastern Hills and energize the hole at point 3 with the Cane of Pacci. If you then leap up onto the ledge, you can enter the Minish Woods from the northwest.

4 HELP A FAIRY OUT



A Great Fairy Fountain lies beneath the tree at point 4. If you agree to throw all of your money into the fountain, the beggar... er... fairy will reward your generosity with a larger wallet that allows you to carry 500 Rupees. And you won't really have to give her your money.

MINISH WOODS



HYRULE TOWN

LIGHT ARROWS

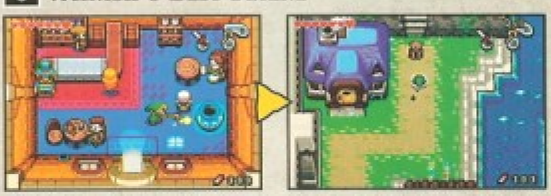
If you want to obtain the Light Arrows, you must complete this side quest before you depart for the Cloud Tops later in the adventure (see page 68). Fuse Kinstones with the man in the yellow house on the west side of town, then step through the portal that appears in South Hyrule Field. You'll reappear in a mysterious building. Head to the second floor and enter the bedroom, where you'll see a bedridden man haunted by a malevolent spirit. Use your Gust Jar to do a little ghostbusting. When you return to the tower as part of the main quest (see page 70), the grateful man will give you the Light Arrows if you speak to him.



5 SUPER SMASHER

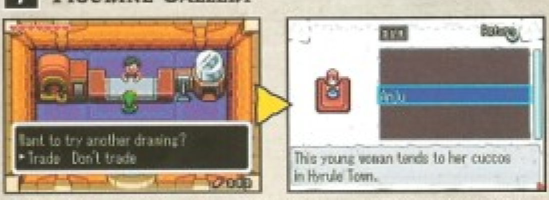
If you revisit Swiftblade with your new sword, he'll teach you the Rock Breaker technique, which allows you to smash pots and some rocks with your blade. It's not terribly exciting, but it's a lot more convenient than lifting the objects one by one and throwing them.

6 MINISH'S BEST FRIEND



Use the Cane of Pacci to turn the big jar inside the café upside down, then hop on top of the jar and shrink to Minish size. If you exit through the small hole and talk to the dog at point 6, he'll move out of the way.

7 FIGURINE GALLERY

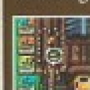


The tree in the southwest corner of town houses a figurine gallery. You can trade the Mysterious Shells you've collected for a chance to win a figurine. The more shells you spend, the more likely you are to win a figurine you don't already have.

TINY TOWNIE

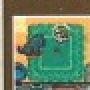
Below are the things you can do if you explore Hyrule Town from a Minish perspective. You'll also find Picori dwellings inside many of the buildings.

CHICK CHAT



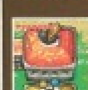
If you climb the wee ladder in front of Swiftblade's school, you can talk to the baby chick on the roof and possibly fuse a Kinstone with him.

CANINE ADVICE



The dog in the purple house in the southeast corner of town will warn you that not all animals will react kindly to our pint-sized hero. Beware of cats and Cuccos in particular.

BAKED GOODS



Enter the bakery through the tiny opening in the back, then climb the oven (watch out for the puffs of steam) to the narrow ledge. Beyond the far-left hole you'll find 100 Rupees.

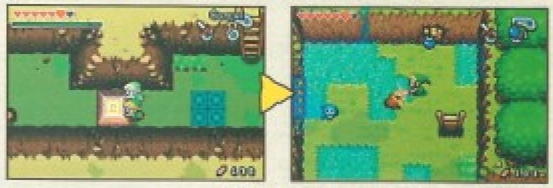
LILLIPUTIAN LODGING

There's also a Minish-sized opening in the back of the inn, where you'll find a Piece of Heart. To reach it, climb the mini-vine next to the stairs in front of the inn.

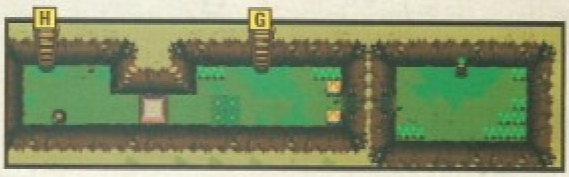
TRILBY HIGHLANDS



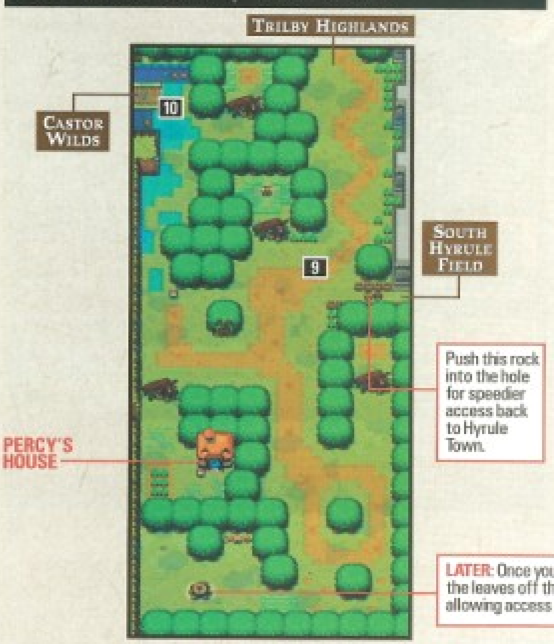
8 DOUBLE YOUR EFFORTS



When you're finished in Hyrule Town, head to the Trilby Highlands and climb down the ladder at point 8. Use the glowing floor panels to multiply yourself, then push the large block out of the way and climb the ladder beyond to emerge on the other side of the highlands.



WESTERN WOOD



9 INTO THE WILD



The Western Wood is swarming with all sorts of enemies, including Moblin archers and blue Octoroks. Equip your shield to protect yourself from projectiles, and quickly make your way to Castor Wilds.

10 INADEQUATE FOOTWEAR



Try to walk through the muck in Castor Wilds, then return to Hyrule Town and enter the shoe store. Rem, the sleepy proprietor, will nod off and knock a pair of boots to the floor. Shrink yourself via the nearby jar, climb up the shoemaker's workbench and talk to the Minish.

11 Who Needs a Locksmith?



Go to Lon Lon Ranch and speak to Talon. It seems he's locked himself and Malon out of the house. Shrink yourself via the tree stump in the backyard and enter the house through the Minish doorway. Inside, use the overturned jar to get big again, then smash the pots in the upper-right corner and take the spare key to Talon.

IT DOES THE BODY GOOD

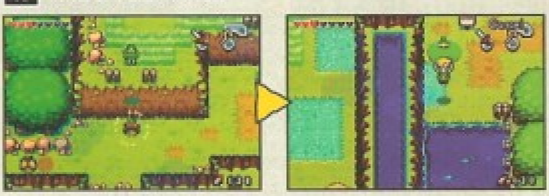
After you help Talon and Malon get back in their house, Malon will go to Hyrule Town and sell Lon Lon Milk for 100 Rupees per bottle. The moo juice restores your health.

12 Fetch Fifi's Dog Food



Walk to Lake Hylia and flip over the jar inside the house at point 12. If you shrink yourself and talk to the dog, she'll tell you that her master has been neglecting her recently. Return to Hyrule Town and push the cabinet in the café left. Use the jar to shrink yourself, then climb the miniature ladder next to the cabinet and enter the tiny hole. Head right through the Minish dwelling and walk across the plank outside to the item shop. Go downstairs and get big. When you try to pick up the bottle behind the counter, the shop owner will let you take it if you promise to feed his dog. Empty the dog food in the bottle into Fifi's dish.

13 Ride the Wind



Energize the hole at point 13 north of Talon's house, then leap onto the ledge and ride the whirlwinds along the path illustrated by the dotted line on the map on page 37.

14 Pungent Fungus



When you touch down at point 14, head east to Lake Hylia, then south to the Minish Woods. Go to Syrup's hut and buy a Wake-Up Mushroom for 60 Rupees. Before you leave the woods, head to the southwest for another Piece of Heart.

LAKE HYLIA



15 Pegasus Boots



Return to Rem's shoe store and press the R Button while you're standing in front of the counter to rouse the dozing shopkeep with your wake-up mushroom. To show his gratitude, Rem will give you a pair of Pegasus Boots. Equip them and hold the corresponding button to run like the wind.

DASH ATTACK

If you pay Swiftblade a visit after you acquire the Pegasus Boots, he'll teach you the dash attack. To use the technique, you must have both your sword and the Pegasus Boots equipped.

16 Muckraker

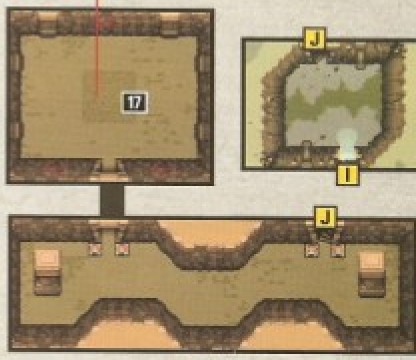


Return to Castor Wilds and use the Pegasus Boots to dash across the muck. It's a shame to get your stylin' new boots dirty already, but sometimes a hero has to make sacrifices.

CASTOR WILDS



After you deflect a nut back at the Business Scrub inside this cave, he'll sell 30 arrows for 30 Rupees.



You won't be able to train with the swordmaster beneath this shrine until you have all seven Tiger Scrolls, but you can pick up a Piece of Heart down there. Simply push the shrine north to reveal the stairs.

17 Gold Kinstone #1



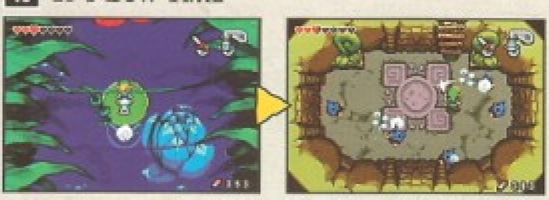
Dash across the muck and enter the cave marked F on the map. At point 17, you'll be confronted by a Dark Nut. The guardian will block any frontal attacks with his shield, so dodge his strikes and hit him from behind or the side. Once your foe is defeated, the chest that holds the gold Kinstone will reappear.

18 Swamp Thing



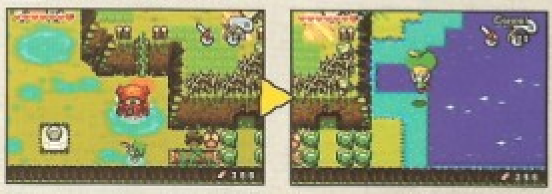
Exit the cave and climb the adjacent vine, then make your way to the tree stump in the northwest corner. (When you sprint across the muck at point 18, do so from as far south as possible to avoid running into the bramble.)

19 It's Bow Time



Shrink to Minish size and walk through the hollow log to your left. Stand on the lily pad and use your Gust Jar to cross the stream, then jump down the hole and exterminate the enemies below. Open the large blue treasure chest that appears afterward to add a bow to your arsenal.

20 Gold Kinstone #2



Run back across the muck at point 18. If you fire an arrow at the Eyegore standing in front of the vine nearby, the statue will start to move. Keep pelting its eye with arrows to destroy it, then climb the vine and hop into the whirlwind. Land to the west of the pool of water, then head southeast until you come to another Eyegore. Destroy the statue, then climb the vine behind it, cross the bridge and ride the whirlwind to the cave at point 20. Enter the cave for another gold Kinstone.

21 Gold Kinstone #3



Head back toward the middle of the swamp and proceed to point 21 by way of the hills and bridges (you'll have to knock out another Eyegore standing in your path). Inside the cave there, you'll find a third gold Kinstone.

22 Statue Stomp

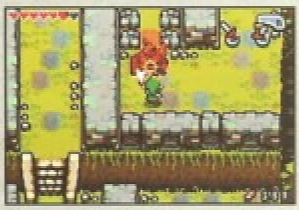


Fuse the gold Kinstones with the three mysterious statues in the southwest corner of the wilds. Each of the statues will stomp the ground, causing the large rock nearby to crumble, and thus clearing the path to the Wind Ruins.



WIND RUINS

23 Ruins Security



When you come into contact with a pink Armos, it will spring to life and attack you. If you strike the statue with your blade or an arrow, it will eventually grind to a halt. You can touch it again to continue the fight, or simply be on your way if the enemy no longer blocks your path.

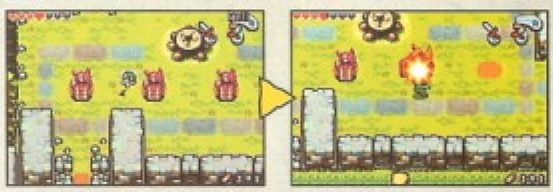


24 Boot Up



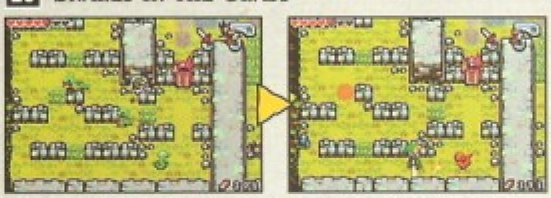
The Armos at point 24 has been deactivated, but it's blocking the road. To turn it on, use the tree stump to get small, then climb into the statue and hit the lever. While you're Minish-sized, you can also drop through the hole nearby to snag a Kinstone.

26 Motion Detector



If you approach the far-left Armos at point 26 while you're full-size, it will suddenly run down and block the south gate. Shrink yourself on the tree stump and shut down the statue. To get your hands on the pair of treasure chests close by, you must destroy the other three Armos.

25 Snakes in the Grass



You'll have to start up another Armos when you get to point 25. Wipe out the snakes beforehand—they're a lot easier to deal with when you're big. You can also shorten your path to the statue by cutting the grass.

27 Roadblocks



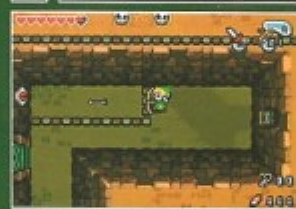
The gate in front of the Fortress of Winds won't open until you slay all of the monsters on the road leading up to it. That includes a couple of Beetles hiding under the rocks.

Fortress of Winds

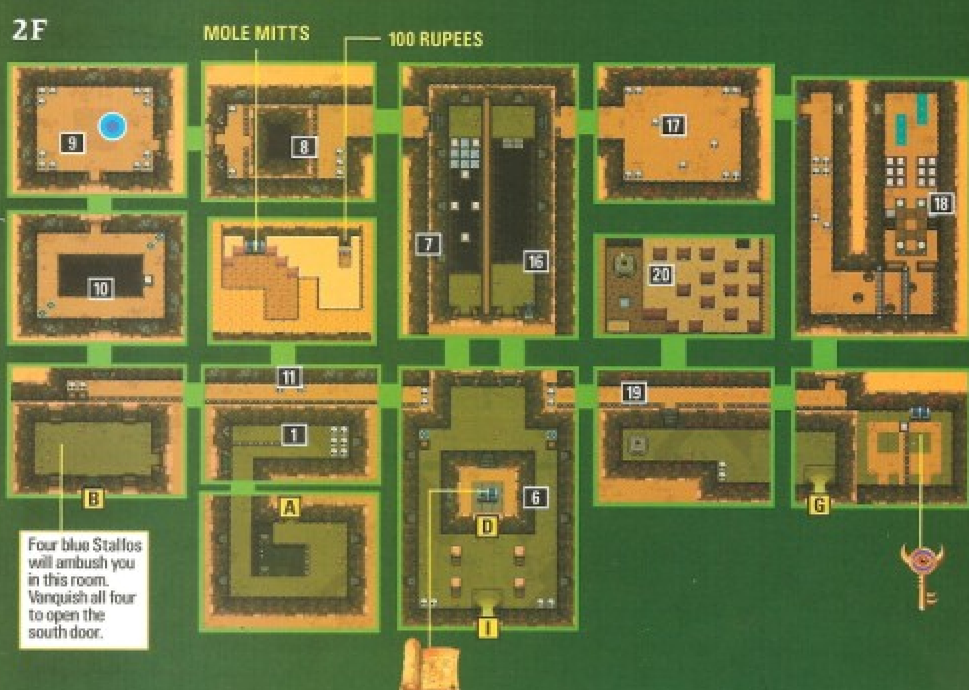
MUCH OF THE FORTRESS OF WINDS IS FILLED WITH DENSE SAND THAT YOU WON'T BE ABLE TO DIG THROUGH UNTIL YOU'VE OBTAINED THE MOLE MITTS. THE DUNGEON ALSO HOUSES A VARIETY OF VERY DECEPTIVE FOES.



1 Poke in the Eye



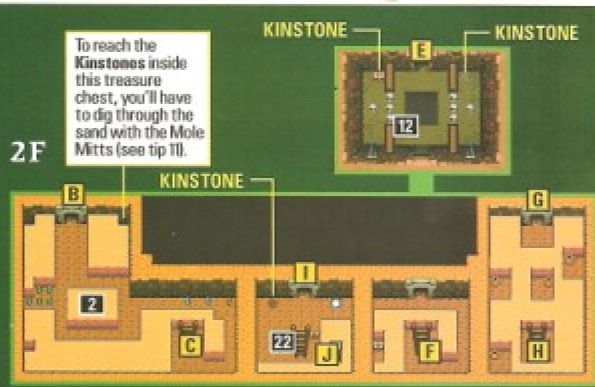
Your first destination is the room at point 1. Watch out for the skulls on the ground there—the pair in the middle will fly at you as you approach. Cut 'em down, then fire an arrow at the eye in the wall to open the adjacent door.



2 Foul Foes



Approach Rupees with caution. Some of them are actually Rupee Likes, monsters that will steal your money if they grab ahold of you (slay them to get most of it back). Also note that the Sparks are vulnerable only to your boomerang. If you dispatch one of the electric menaces, it will leave behind a fairy.



3 Moving Archery Practice



To open the north door, stand on the platform that moves from left to right and shoot both eyes next to the door. They'll stay closed for only a couple of seconds, so you must hit both eyes on the same pass.

4 Compass Battle



Create a doppelganger as indicated in the left screenshot, then stand on the floor switches to awaken the Eyegores. A treasure chest that contains the dungeon's compass will appear once you defeat both statues.



5 Key Drop #1



Return to the room with the moving platforms and open the east door in the same manner as you did the north door. In the room that follows, defeat the snakes and smash the skulls on the glowing floor panels—you'll need a hand to move that large block out of the way. Push it east, then north. When you pull the lever, a key will fall to the first floor. Drop through the hole to follow it.

6 Map Matters



Climb the stairs marked D on the map and take out one of the Eyegores next to the platform (be prepared to battle a group of Stalfos as well). Inside the treasure chest up there, you'll find the dungeon map. Grab it, then unlock the door on the left.

7 Platform Obstacles



As you ride the moving platform in the next room, watch out for the floating blocks ahead. They'll push you off the platform if you don't move out of the way.

8 The Hand of Doom



To extend the bridge across the gap, fire your bow at both eyes on the other side. As you're doing so, keep an eye out (no pun intended) for a large shadow. It belongs to a Wallmaster that will fall from the ceiling and try to grab you. If it's successful, it will send you back to the start of the dungeon.

9 Knightmare



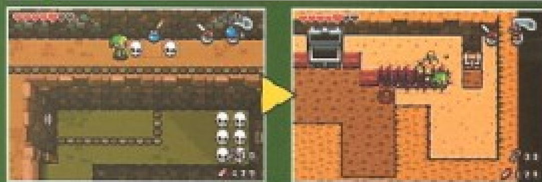
As you try to leave the room at point 9, both doors will close and a Dark Nut will attack you. You can try to stun the knight with bombs or dodge its attacks and strike it from behind. Both doors will reopen once you defeat the Dark Nut, and a blue portal will appear.

10 Follow the Traps



The traps in the next room move counterclockwise. Follow them around the room once to step on the floor switch, then again to exit through the south door.

11 Mole Mitts



Head east and place a bomb between the skulls at point 11. Beyond the resulting hole in the wall, you'll find the Mole Mitts in the large treasure chest. Put on the mitts and use them to dig to the smaller chest in the upper right-hand corner to add 100 Rupees to your wallet.



12 Lever Pull



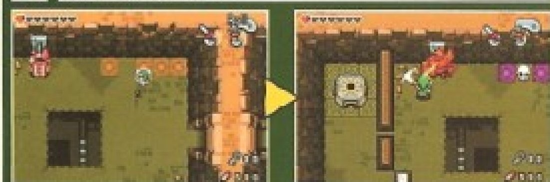
Return to the beginning of the dungeon and ascend the stairs marked E on the map. Deal with the Stalfos and the Spark in the room above, then pull the lever on the left to open the south exit (the lever on the right makes a treasure chest appear).

13 Digging for Treasure



Dig a tunnel to the treasure chest at point 13 if you so desire (it contains a Kinstone), then climb the ladder in the middle of the room. When you reach the top, you'll see another chest (which also holds a Kinstone) to your left. If you dig through the sand to reach it, have your boomerang at the ready to take out the Spark.

14 Key Drop #2



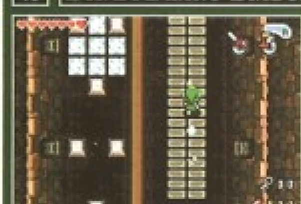
Head north then west, and watch out for the flying skulls at point 14. Remove the Armos on the right from the glowing panel so you can create a pair of Links that are far enough apart to step on the floor switches in the previous room. Doing so will open the north door, which leads to a Minish portal. Shrink yourself and activate the other Armos, then get big and lure the statue away from the lever. When you pull the lever, a key will fall to the first floor. Get small again and drop through the hole to follow it.

15 In and Out



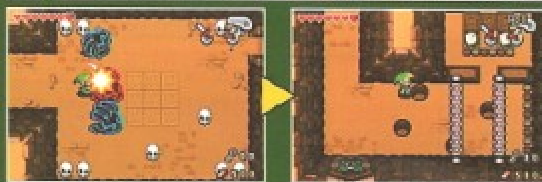
Walk through the tiny opening on your right to procure a Piece of Heart. To leave the room while you're at full size, push the second block from the left toward the exit (beware of the Spark). Afterward, remember to go back and pick up the key.

16 Disappearing Bridge



Return to the room where you found the dungeon map and unlock the door on the right. When you pull the lever in the following corridor, a bridge will temporarily extend across the chasm. Equip your Pegasus Boots and quickly run across.

17 Rollover



A Minish portal will appear at point 17 when you defeat all three Floor Masters. Stay big for the time being and continue east. In the next room, jump inside one of the trenches and wait for the spiked cylinders to roll left, then hop out and run through the gap to your right.

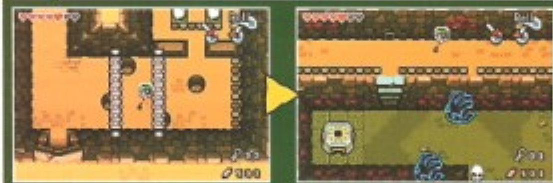
18 Two Pairs



Position the statues on the top-left and bottom-right floor switches. Exterminate the snakes, then create dual Links by standing on the top-right and bottom-left panels. You can then head down and step on the other two switches to produce a Small Key. (Remember that your mirror image can't pass through the blocks—you have to lead it between them.)

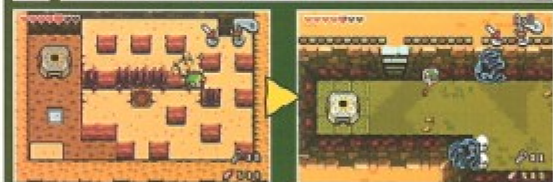


19 Itsy-Bitsy Hero



Unlock the south door in the room with the spiked cylinders, then return to the previous room and get small. Your next destination is the teeny hole in the wall at point 19. To reach the door that you unlocked, you'll have to walk between the cylinders (and avoid the trenches).

20 Claw Your Way to the Top



Use the Minish portal in the room at point 20 to return to normal size. Step on the floor switch to make a key fall from the ceiling, then dig to the key with the Mole Mitts. Shrink yourself again to leave the room. Drop from the ledge, get big and head east then south (fighting the Floor Masters is optional).

21 The Right Leap of Faith



Claw and climb your way to the door at point 21 and unlock it with the key that you just acquired. In the next room, drop through the hole on the right to land in front of the Big Key.

22 Backtrack



Push the block that's next to the Big Key out of the way, then drop to your left and continue in that direction until you come to the room where you obtained the dungeon map. Head through the south exit, then claw your way to the statue and pull it onto the floor switch for a Kinstone.

23 Red Square



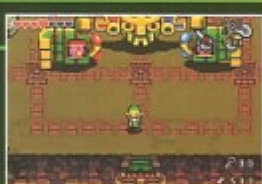
Climb the ladder and dig through the sand to the room at point 23. Before you unlock the door to the boss's lair, push the top-right block into place to activate the red portal.

24 Crackin' Skulls

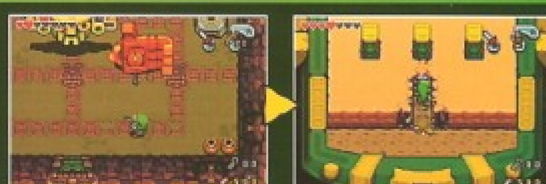


If you're running low on arrows, smash the skulls to refill your quiver. Also, remember that you can take out the Sparks with your boomerang to liberate a health-replenishing fairy.

MAZAAL

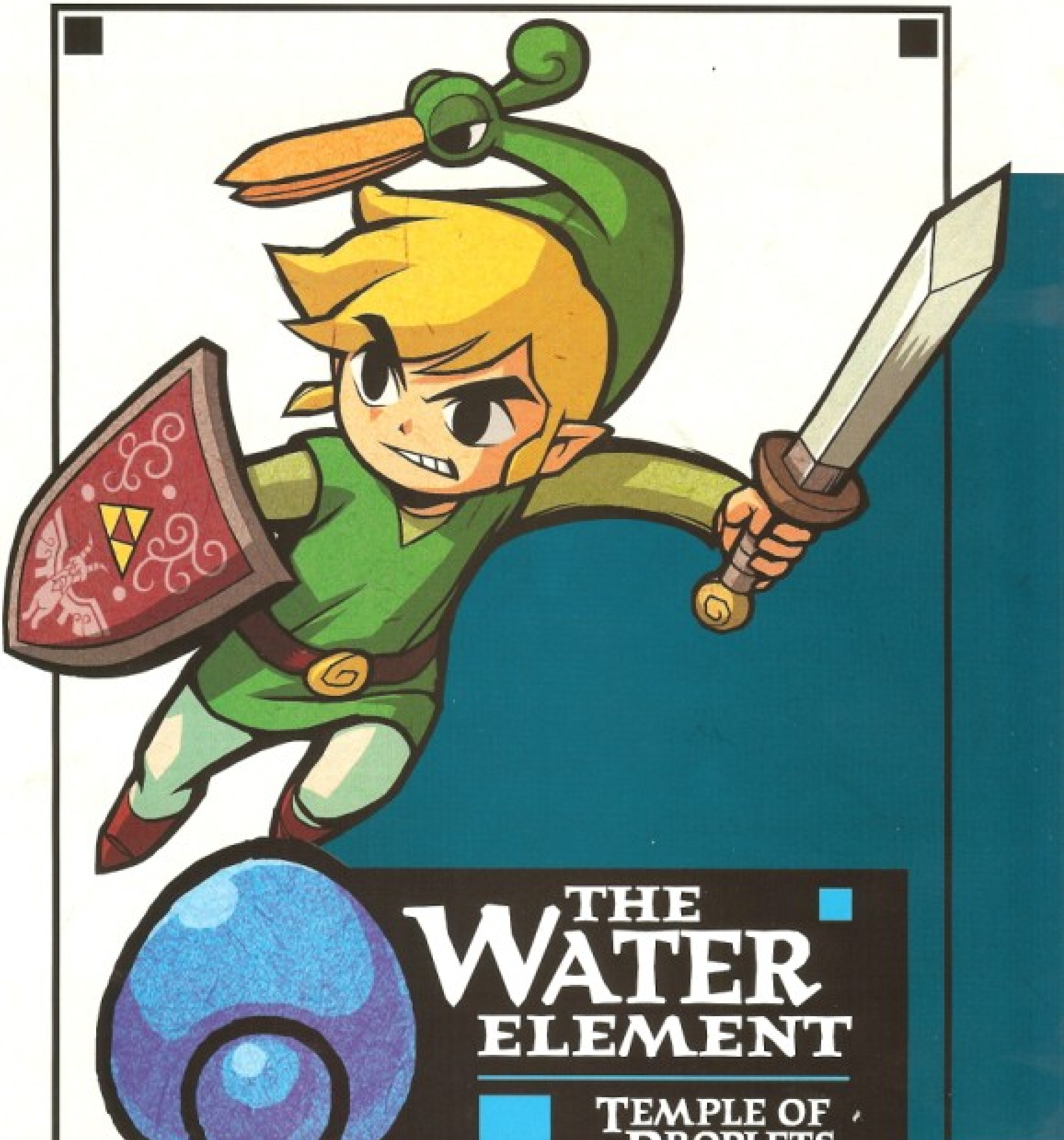


Fire arrows at the orbs in Mazaal's hands. If you hit your target, the hand will fall to the ground and you'll be able to hack at the orb with your sword to disable the appendage temporarily. Once both hands are out of comission, shrink yourself via one of the Minish portals, then climb inside the boss's head and knock out whichever pillar is glowing. Get big after you're ejected, and repeat the process. The machine will use its hands to try to crush you—watch their shadows and roll out of the way.



Your bow is the only weapon that can bring down the boss's hands. If you run out of arrows, A) you need to practice your aim and B) you can smash the jars to find more.

On all but your first trip to the boss's cranium, you'll have to equip your Mole Mitts and dig through the sand to find out which pillar is glowing.


THE
WATER
ELEMENT
TEMPLE OF
DROPLETS



The Water Element

YOUR SEARCH FOR THE WIND ELEMENT WAS A BUST, BUT YOU'LL FIND LOTS OF NEW ITEMS TO HELP SOOTHE THE DISAPPOINTMENT ON YOUR WAY TO THE TEMPLE OF DROPLETS.



ADVENTURE LOG

- Obtain the Large Quiver
- Speak to the Minish at Lake Hylia
- Find the Power Bracelets
- Return Overdue Books to the Library
- Earn the Flippers
- Enter the Temple of Droplets



CASTOR WILDS



Parting Gifts

On your way out of the Wind Ruins, shrink yourself in the area with the two snakes, then continue west and climb down the Minish-sized vines. When you come to a set of three vines, climb down the middle one and enter the small tunnel next to it. Inside you'll find a Piece of Heart. Also, drop through the tiny hole in the area just before Castor Wilds and fuse a Kinstone with the Minish down there. His beanstalk will grow as a result—climb it to acquire a large quiver that carries 50 arrows.

1 Dig In



As you trudge back through Castor Wilds, use your Mole Mitts to dig into the cave at point 1. The treasure chests inside contain 50 Mysterious Shells and a Kinstone.

CAN YOU DIG IT?

As you may have noticed, the entrances to many of the caves throughout Hyrule (such as the one discussed in tip 1) are filled with dirt. With the Mole Mitts, you can dig through the dirt and explore those caves.



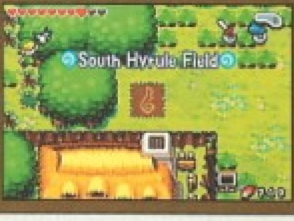
You'll find such caves in many of the areas that you've already visited. Look for them on the pull-out map if you feel like backtracking for treasure.



Inside many of the caves lie Mysterious Walls with which you can fuse Kinstones. Keep an eye out for small circular indentations.

THE OCARINA OF WIND

Examine the stone markers littered throughout Hyrule to uncover Wind Crests. If you play the Ocarina of Wind, a bird will carry you instantly to any of the other crests you've revealed.



As you continue your quest, take the time to activate any Wind Crests nearby. Doing so will allow you to expedite your travels considerably. You'll find a map that shows all of the Wind Crests on page 92.

TRILBY HIGHLANDS





2 Magic Boomerang

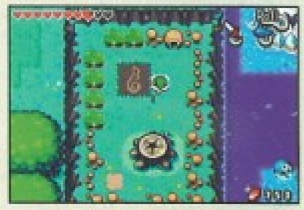


If you fuse Kinstones with Tingle and his brethren (refer to the Kinstone guide on pages 98-107), four ladders will appear in North Hyrule Field. Climb down each of them for some treasure, and light the braziers at the bottom to make another ladder appear in the center. The big blue treasure chest that it leads to contains the Magic Boomerang.

LAKE HYLIA



3 Wise Guy



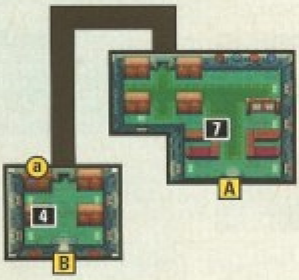
The Wind Crest at Lake Hylia is the only one you don't have to activate. Fly there, then shrink yourself on the tree strump and talk to the Minish occupant of the nearby mushroom. The self-proclaimed "wisest of the wise" will instruct you to speak with Elder Librari at the town library for information on the Temple of Droplets. It sort of calls the Minish's title into question when he refers you to someone else for knowledge, doesn't it?

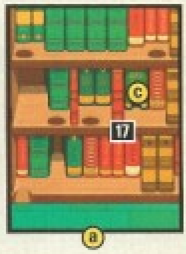
HYRULE TOWN



SHOP

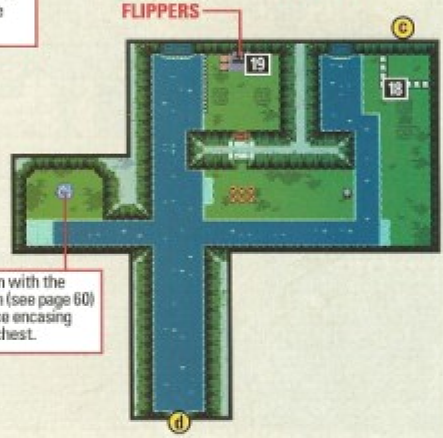
ITEM	COST
10 ARROWS	20
10 BOMBS	30
30 BOMBS	80
30 MYSTERIOUS SHELLS	200
BIG BOMB BAG	600
LARGE QUIVER	600
SHIELD	40





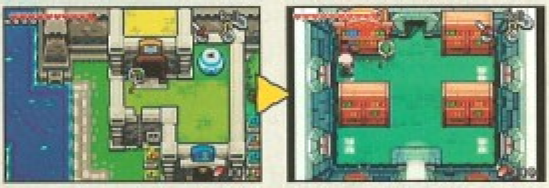


LATER: You can come back for this Piece of Heart once you have the flippers (see page 55).



LATER: Return with the Flame Lantern (see page 60) to thaw the ice encasing the treasure chest.

4 Overdue Books



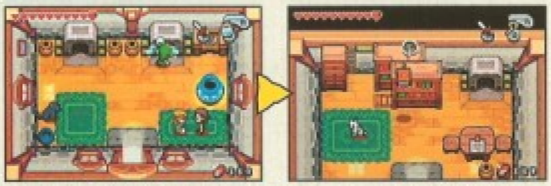
After you talk to the Minish at Lake Hylia, the library in Hyrule Town will open for business (funny how that happens). Head up onto the roof and use the Cane of Pacci to flip over the big blue vase. Use the vase to shrink yourself, then go back inside the library and approach the bookshelf in the top-left corner. If you speak to the Minish there, they'll tell you that some of the books required to reach Elder Librari have been checked out. Return to normal size and talk to the brown-haired librarian on the first floor.

5 A River Runs through It



When you leave the library, fill one of your bottles with water at the stream that runs through town. You're going to need the H_2O momentarily (and not to quench your thirst—the people of Hyrule Town might bathe in that stream, for all you know).

6 Link the Librarian



The woman in the house at point 6 checked out one of the missing library books, but she refuses to return it herself. Pay her back by dousing the cozy fire in her fireplace. Overturn the large vase so you can shrink to Minish size, then climb the fireplace to the roof, walk across the wooden plank and head down the chimney on the adjacent house. Sneak past the cat inside and climb the tiny ladder to your left. Push the book off the bookshelf, then retrace your steps, get big and return to the house through the front door to retrieve the book.

7 Book Return



Return *A Hyrulean Bestiary* to the brown-haired librarian. If you talk to her again afterward, she'll tell you that another overdue book (*Legend of the Picori*) was checked out by an absentminded scholar. It's not a particularly helpful clue, but that's why you bought the Player's Guide.

8 Missing Legend



The scholar in question, Dr. Left, lives in the blue house on the west side of town. Fill your bottle with water again on the way there. Unfortunately, the good doctor seems to have lost the book, though he insists that it must be somewhere inside the house (not that he intends to help you look for it).

9 Fire Extinguisher



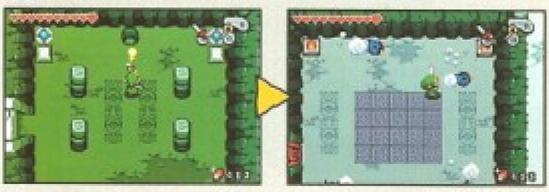
Show Dr. Left what happens to discourteous library patrons by putting out the fire in his fireplace. Shrink yourself in the workshop to the south, then return to the doctor's place and climb to the roof through the fireplace. Walk across the plank and enter the yellow house, then exit through the back.

10 Catwalk



Cross the stream via the wooden plank, enter the garden through the gap to the north and carefully sneak past the felines. When you reach the south end, climb down the vine and head inside the tiny opening next to the fountain.

11 Power Bracelets



In the minidungeon behind the fountain, enter the first door to your right and slay the enemies on the other side. Charge the hole with the Cane of Pacci afterward, and bound onto the ledge to proceed north. In the next room, a treasure chest will materialize once you defeat all four foes. Open it to procure the Power Bracelets.

12 Book Drop



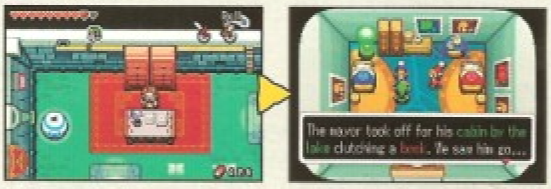
With the Power Bracelets, you can move large objects even when you're small. Return to Dr. Left's house and shove both dressers toward the fireplace (be sure to push the left dresser first), then walk across them to the tiny opening. Inside, you'll see a Minish trying to knock down the missing library book. Use the Gust Jar to vacuum the dust in the lower-left corner, and use the revealed floor panels to multiply yourself in a vertical formation. If you and your doppelganger stand on the edge of the book, it'll fall to the floor.

13 Political Scandal



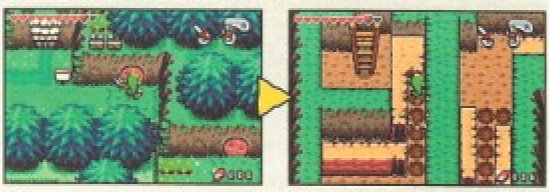
Return *Legend of the Picori* to the library, then talk to the librarian for information on the last missing volume. If you head to Mayor Hagen's house and ask him about the book, he'll just brush you off. The mayor doesn't have a fireplace, so you'll have to exact retribution in another way—put on your Pegasus Boots and dash into the wall to knock his beloved masks off the shelf.

14 Witnesses



Overturn the large vase in the mayor's house with the Cane of Pacci, then climb the tiny ladder and walk across the shelves to the Minish-sized hole in the wall. The occupants will tell you that they saw the mayor take the book to his cabin by Lake Hylia. They'll mark the location on your map.

15 Underground Path



Make your way to the northern part of the Minish Woods and dig through the cave at point 15. If you climb the ladder inside the cave, you'll emerge near Mayor Hagen's cabin at the south end of Lake Hylia.

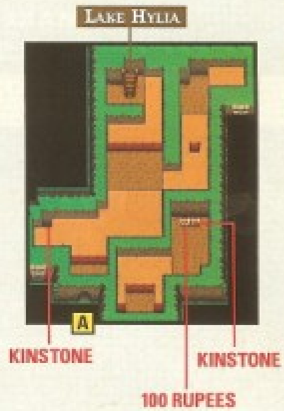
16 Cabin Boy



Dash into the tree north of the mayor's cabin to reveal a Minish portal. After you shrink yourself, head south and stand on the lily pad, then use your Gust Jar to propel yourself downstream. You'll end up inside the cabin. Jump on another lily pad to get down from the basin, then shove the cabinet up against the stove, climb the tiny ladder and push the book to the floor. Retrace your steps, get big and enter the cabin through the front door to retrieve the book.

Minish Woods



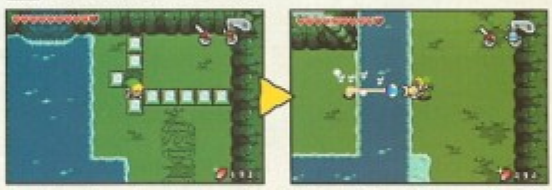


17 Book Worm



Once you return *A History of Masks* to the library, one of the librarians will put all three books back on the shelf. Go upstairs and use the overturned jar on the roof to get small, then approach the bookshelf again. If you talk to the Minish on the bottom shelf, she'll give you 50 Rupees. More importantly, you'll be able to climb the newly returned books to Elder Librari's dwelling—it's the green volume with the clover on the spine.

18 The Elder's Trial



The elder will open a trapdoor beneath you that leads to the minidungeon at point 18 on the map on page 53. Push the blocks out of your way as illustrated in the left screenshot above, then head south and pull the mushroom to you with the Gust Jar.

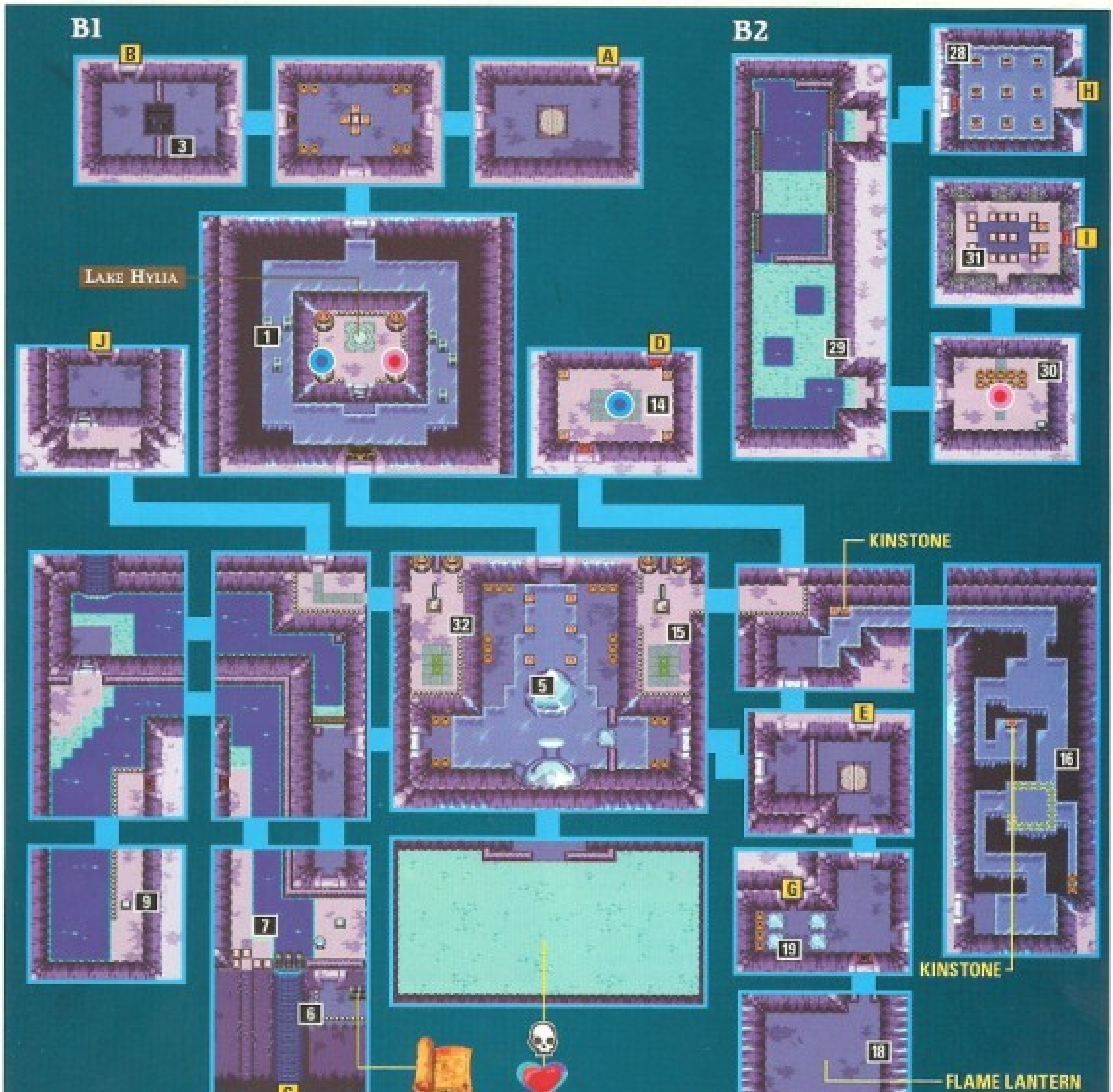
19 Flippers

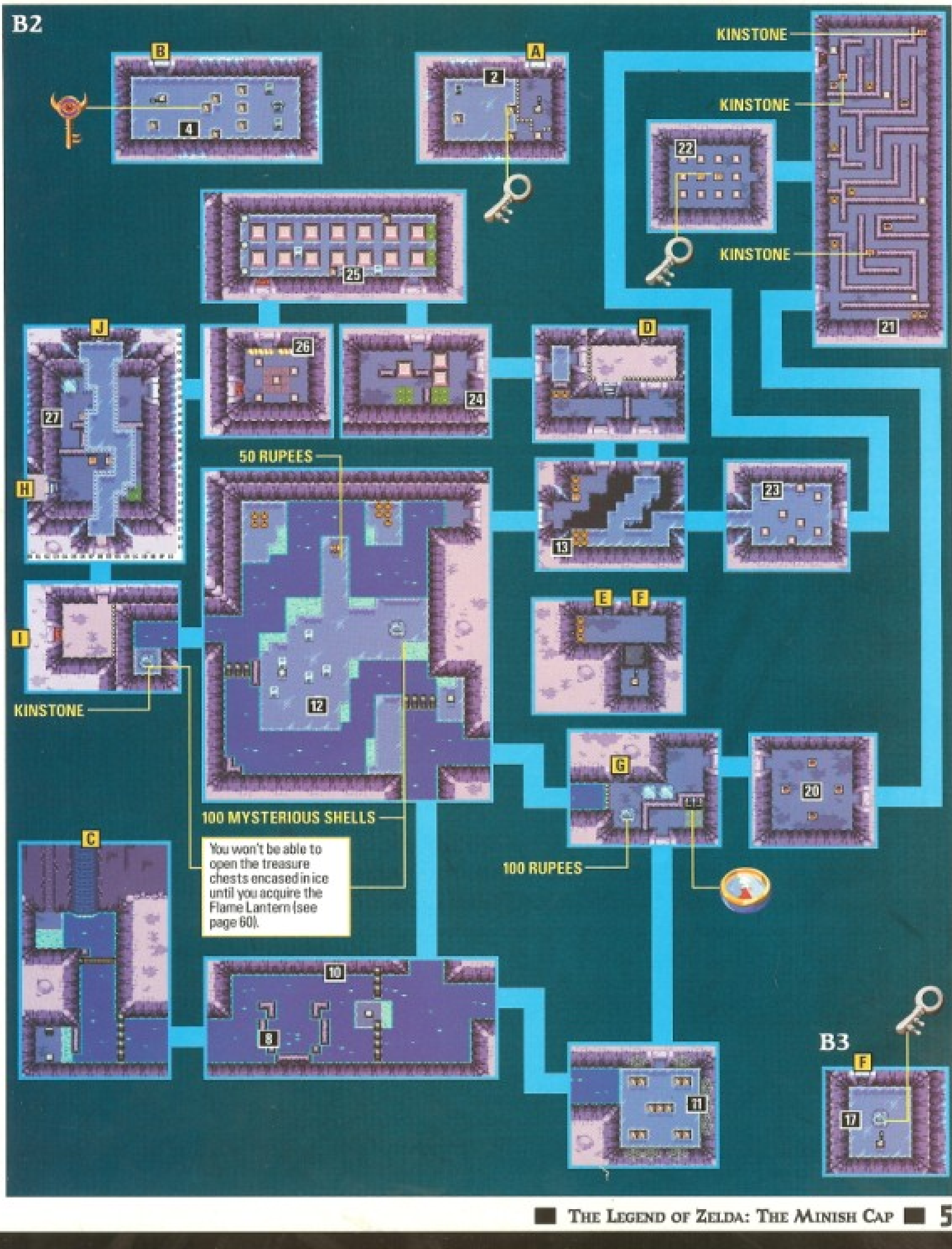


To earn the flippers, you'll have to defeat a pair of Scissors Beetles. Their mandibles are invulnerable, so you'll have to strike the bugs from the side or wait for them to shoot the appendages at you. (You can also stun the beetles temporarily with your boomerang.) After you claim your prize, return to the mayor's cabin at Lake Hylia. With the flippers, you'll be able to swim to the Temple of Droplets. You can also reach two Pieces of Heart and Waveblade's residence (where you'll find another Piece of Heart). Train with the swordmaster to learn the Peril Beam skill.

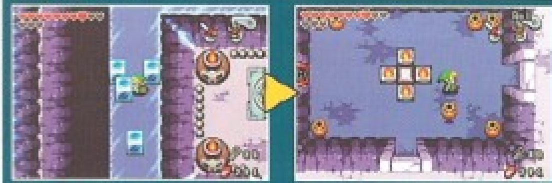
Temple of Droplets

THE TEMPLE OF DROPLETS IS CONSIDERABLY MORE COMPLEX THAN ANY OF THE DUNGEONS YOU'VE EXPLORED THUS FAR. TO MAKE MATTERS WORSE, YOU HAVE TO LISTEN TO EZLO MOAN ABOUT HOW COLD IT IS.



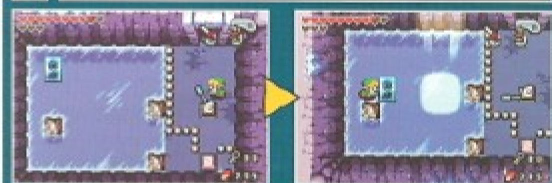

B2
B
A
2
4
KINSTONE
KINSTONE
22
KINSTONE
25
21
J
26
24
D
27
50 RUPEES
H
13
23
E
F
I
KINSTONE
12
G
100 MYSTERIOUS SHELLS
20
C
You won't be able to open the treasure chests encased in ice until you acquire the Flame Lantern (see page 60).
100 RUPEES
10
8
B3
F
11
17

1 Booby Traps



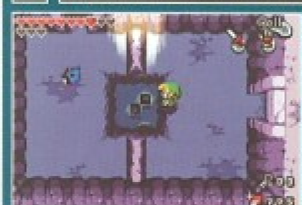
You'll need to push the ice blocks out of the way to reach the north door, but be careful not to slide off the edge yourself. Stay on your toes in the next room—the torches in the center fire projectiles, and some of the jars will launch themselves at you as you approach.

2 Key-sicle



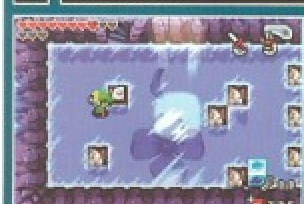
Head east and walk down the stairs. If you push the lever at point 2, a hole will open in the ceiling and let in a bit of sunlight. Walk back upstairs and drop through the hole. You'll land next to a Small Key frozen inside a block of ice. Push the block south, then east beneath the sunlight to melt it.

3 Take It to the Hole

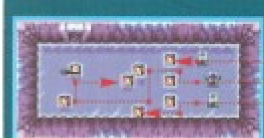


Climb the stairs again and walk back to the room with the flying earthenware. Use your new key to unlock the door, then fall through the hole on the other side.

4 Ice Cubed



Upon landing at point 4, push the blocks of ice as illustrated below to thaw the Big Key. Afterward, push the lever to close the hole in the ceiling, then return to the beginning of the dungeon and unlock the south door.



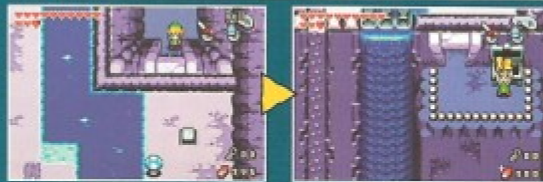
PUSH FIRST
PUSH THIRD
PUSH SECOND

5 Frozen Element



In the room at point 5, be prepared to deal with more airborne crockery. You'll see the Water Element encased in a giant block of ice, but there's nothing you can do about it at the moment, so proceed through the west exit.

6 Regarding Maps

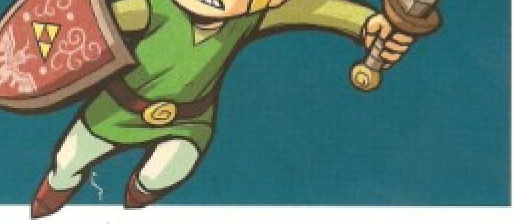


Head south through the tunnel and open the treasure chest at the other end to procure the dungeon map. "I don't need the dungeon map, I've got the Official Player's Guide," you might be saying to yourself. First, you shouldn't talk to yourself; it's creepy. Second, once you get the compass, the in-game map comes in handy for locating which treasures you have yet to pick up, especially in a dungeon as complex as the Temple of Droplets.

7 Get Wet

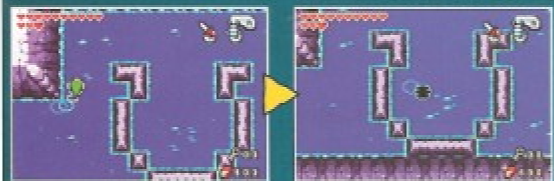


Jump in the water and press the B Button to dive under the rolling spiked cylinder. Swim west to a little patch of land, then climb onto the ledge and get back in the water. If you doggie-paddle east then south to point 7, you'll see a mushroom on the opposite shore. Use the Gust Jar to fling yourself across, then step on the floor switch to lower the barricade in front of the waterfall.



8 Bottom of the Pot





Slide down the waterfall and keep swimming until you come to a floor switch and a stone marker on your left. The marker reads, "The way forward is hidden in the bottom of the pot." Step on the switch to submerge the nearby barricades, then swim east. If you squint really hard, you'll see that the block formation in the next room is shaped like a pot. Dive near the bottom of it to snag a Small Key.

9 Take It from the Top



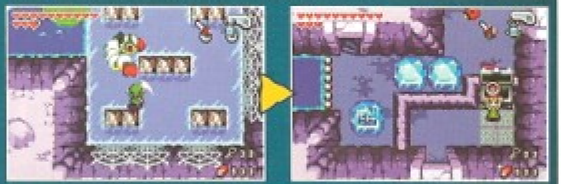
Swim back to the waterfall and climb the rocky crag alongside it. When you reach the top, head north and unlock the door to your left. On the other side of the peninsula, you'll find a floor switch and a lily pad. Step on the switch, then pull the lily pad toward you with the Gust Jar.

10 Let's Go Again!



Stand on the lily pad and use the Gust Jar to propel your makeshift vessel around the peninsula and back down the waterfall. As you proceed downstream, you'll have to jump off the lily pad and dive under the spiked cylinder. The pad should continue drifting south—climb back on when the cylinder is at a safe distance. Bear east and dock at the patch of land at point 10 to step on the floor switch and lower the barricades.

11 The Heart of the Madder



Resume your eastward voyage until you come to the icy shore. After you defeat the Madderpillar (the webs make it particularly difficult to maneuver, so you may want to clear them away with your Gust Jar), the north door will open. Head through to grab the compass.

12 Ice the Switch

Hop back on the lily pad and propel yourself to point 12 (you'll have to stop and step on a floor switch along the way). If you push the blocks of ice as illustrated below, one of them will come to rest on a floor switch, allowing you to get past the corresponding barricade.





Quite a few enemies are swarming around the ice blocks—you may want to exterminate them before you get to pushin'.

13 In the Dark



Direct the lily pad to the exit in the northeast corner of the half-frozen lake. (You may have to use evasive maneuvers to avoid the vases that the flying enemies will try to drop on your head.) The next room is pitch-dark save for a single torch. Watch your step as you walk north toward the door.

14 Sword Beats Scissors



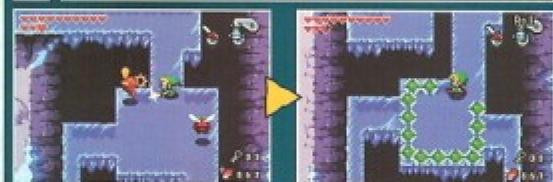
When you're back in the light, ascend the staircase marked D on the map. The door will shut behind you and three Scissors Beetles will try to bring about your untimely demise. Do unto them as they would do unto you to open both doors and activate the blue portal.

15 Let There Be Light



Head south then west from the chamber where you vanquished the triad of Scissors Beetles. You'll come to a lever that's a little larger than most, so you're going to need some extra muscle. Summon your doppelganger on the floor panels nearby. Once the two of you push the lever, sunlight will bathe the lower right-hand part of the room, melting the block of ice in front of the door there.

16 Ice Capades



Hop down and walk to the labyrinthine path of ice at point 16. As you make your way across, you'll have to deal with flying enemies and squeeze through a string of traps (the left fork leads to the exit).

17 Light Switches



Head to the bottom floor via the staircases marked E and F on the map. Flip the lever to close the hole in the room above, then climb back up the stairs and push the lever on the other side of the shutters. Return to B3 and flip that lever again to open the shutters and let in the sunlight. Once the treasure chest has thawed, open it to claim a Small Key.

18 Flame Lantern



Walk back to the top floor and unlock the door to the south. When you flip the lever in the next room, a Giant ChuChu will fall through the ceiling and attack you. The ChuChu is coursing with electricity, so it's a bit more dangerous than the green one you encountered in Deepwood Shrine. You'll have to wait for the electricity to dissipate before you use the Gust Jar to suck up the goo at the creature's base. Once that's done, stay clear until the ChuChu's gargantuan head hits the ground, then hack away at it with your blade. Your reward for slaying the beast is the Flame Lantern.

19 Feel the Heat



When you leave the room where you battled the ChuChu, melt the ice blocks to your left with your new item. Descend the staircase behind them and use the lantern to thaw the treasure chest at the bottom, then proceed east.

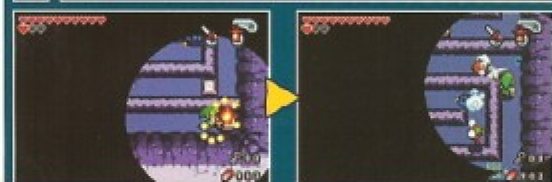


20 Don't Take a Stab in the Dark



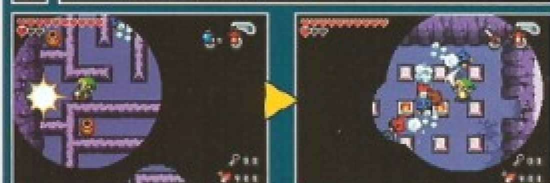
Light a couple of the torches with your Flame Lantern to help you see the Scissors Beetles in the room at point 20. The doors won't open until you finish off all three of the creepy crawlers.

21 Light Your Way



Keep the lantern equipped as you navigate the maze in the following room, and light the torches to remove the blocks from your path. Within the labyrinth, you'll find three treasure chests, each of which contains a Kinstone. Your destination, however, is the cracked section in the middle of the west wall.

22 Gift from Above



Use a bomb to blast a hole in the wall, then reequip your sword and lantern and defeat all of the enemies on the other side. Afterward, a Small Key will drop from the ceiling (or from the heavens; we're not sure which).

23 On the Run



Unlock the door at the end of the maze and run through the following room as quickly as possible. There's nothing good in there and the Firewinders can dish out a lot of damage in a hurry.

24 Block Shuffle



When you get to the glowing floor panels at point 24, multiply yourself in a vertical formation to push the northernmost block west. Double up in a horizontal formation to push the adjacent block south. Do the same to the block in the center, but don't cover up the floor panels (if you do, you'll have to leave the room and start over). Finally, get in a vertical formation again and push the northernmost block back toward the east so you can reach the exit.

25 Synchronized Ice Skating



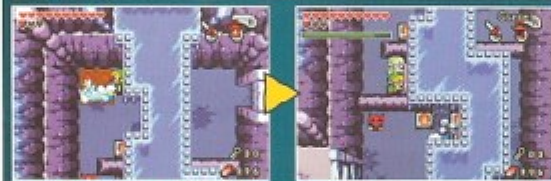
In the subsequent room, push the first block of ice to the left. Push the second block of ice down, then left so it rests on the bottom floor switch. Use the glowing panels to create a doppelganger at a distance equal to the length of the large blocks. Carefully but quickly lead both Links across the ice to the remaining two floor switches. If you get there before your other half disappears, the door below will open.

26 Too Hot to Handle



To open the next door, you must push the top-right block north. Unfortunately, a pair of Firewinders in the room would like nothing more than to set your trousers aflame. Do your best to avoid them.

27 Under the Bridge



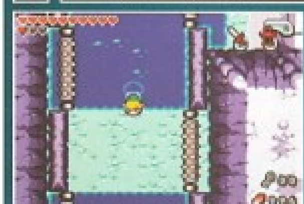
Melt the large chunk of ice with the Flame Lantern to reveal some glowing floor panels. Use the panels to double up vertically so you can push the large block beneath the ice bridge out of your way.

28 Rapid Fire



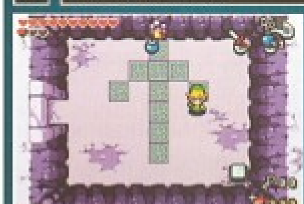
When you light one of the torches at point 28, it will remain lit for only a brief period of time. All nine torches must be burning simultaneously, however, to open the door. Slide across the room and ignite the torches row by row as fast as you can.

29 Dive, Dive, Dive



You'll have to dive beneath a series of spiked cylinders as you swim through the following corridor. Remember that Link has to come up for air every couple of seconds, so time your submersions accordingly. You can deal with the Scissors Beetles at the end as you see fit—take on the mandibled menaces, run around them or knock 'em in the water.

30 Brain Teaser



You really should be able to figure this one out yourself. There's a giant arrow pointing to a crack in the wall. Don't think too hard, or your head might *explode*. Like a bomb. While you're pondering what to do, step on the floor switch in the corner to activate the red portal.

31 Webmaster



As you step into the room at point 31, equip the Flame Lantern to burn the cobweb in front of the doorway. Keep the lantern equipped to burn the other cobwebs as you walk by. That'll make it much easier to move around the room as you battle the pair of Madderpillars. You must defeat both enemies before the east exit will open.

32 The Final Switch Frees the Element



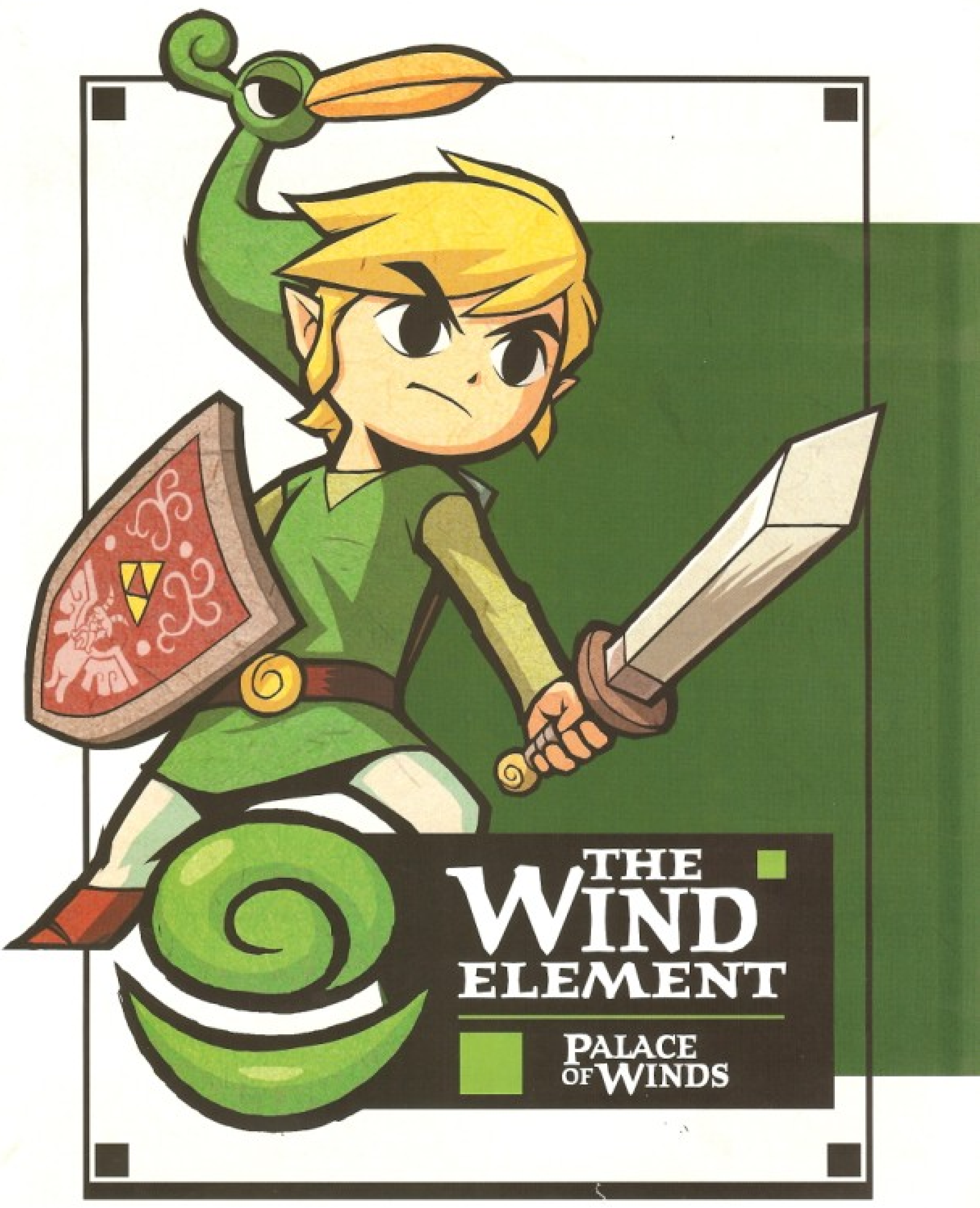
Head north across the ice bridge, climb the stairs marked J on the map and proceed to point 32. Summon your doppelganger on the glowing floor panels and push the lever to let more sunlight into the room. The heat will melt the ice that encased the Water Element, but it will also thaw out a Giant Octorok.

Giant Octorok



Believe it or not, your tiny little shield can block the enormous boulders that the Octorok spews at you. If you deflect three of the projectiles back at the boss, both the room and the Octorok will be covered with ice. Use the Flame Lantern to ignite the withered flower at the monster's rear (be careful, though; the Octorok can still hit you with its legs or freeze you with its snout). As your giant foe is defrosting, it will run around the room and slam into the wall. Watch for the shadows, and dodge the falling rocks that result. Repeat the process, but be prepared for a couple of new tricks. During the second round, the boss will try to suck you into its snout and hurl you across the room. In round three, it'll gain the ability to spew ink, causing the entire room to go dark. Light up your lantern to increase your field of vision.




THE WIND ELEMENT
PALACE OF WINDS

THE WIND ELEMENT

ONLY ONE ELEMENT REMAINS. YOUR SEARCH FOR THE ELUSIVE WIND STONE WILL LEAD YOU TO THE FAR ENDS OF HYRULE AND EVEN THE CLOUDS HIGH ABOVE.



ADVENTURE LOG

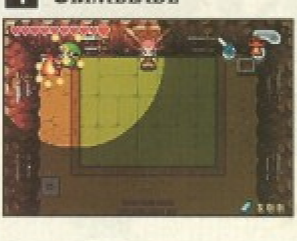
- Sneak into Hyrule Castle
- Infuse Your Sword with the Third Element
- Visit the Royal Crypt
- Enter Veil Falls
- Travel to the Cloud Tops
- Gain Entry to the Palace of Winds



HYRULE CASTLE GARDEN

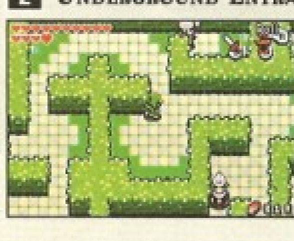


1 Grimblade



Cut the grass in the southeast corner of the garden to reveal a ladder. If you climb down and light the torches in the dojo below, Grimblade will teach you the Sword Beam technique. You can pick up a Piece of Heart down there, as well.

2 Underground Entrance

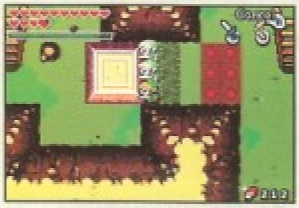


Link is no longer welcome in Hyrule Castle, so you'll have to sneak in through a secret entrance. Avoid the guards' line of sight as you make your way through the hedge maze on the left, then cut the grass at point 2 and climb down the ladder. Follow the corridor and step on the floor switch at the end to enter the castle, then proceed to the Elemental Sanctuary.

North Hyrule Field



3 Three's Company



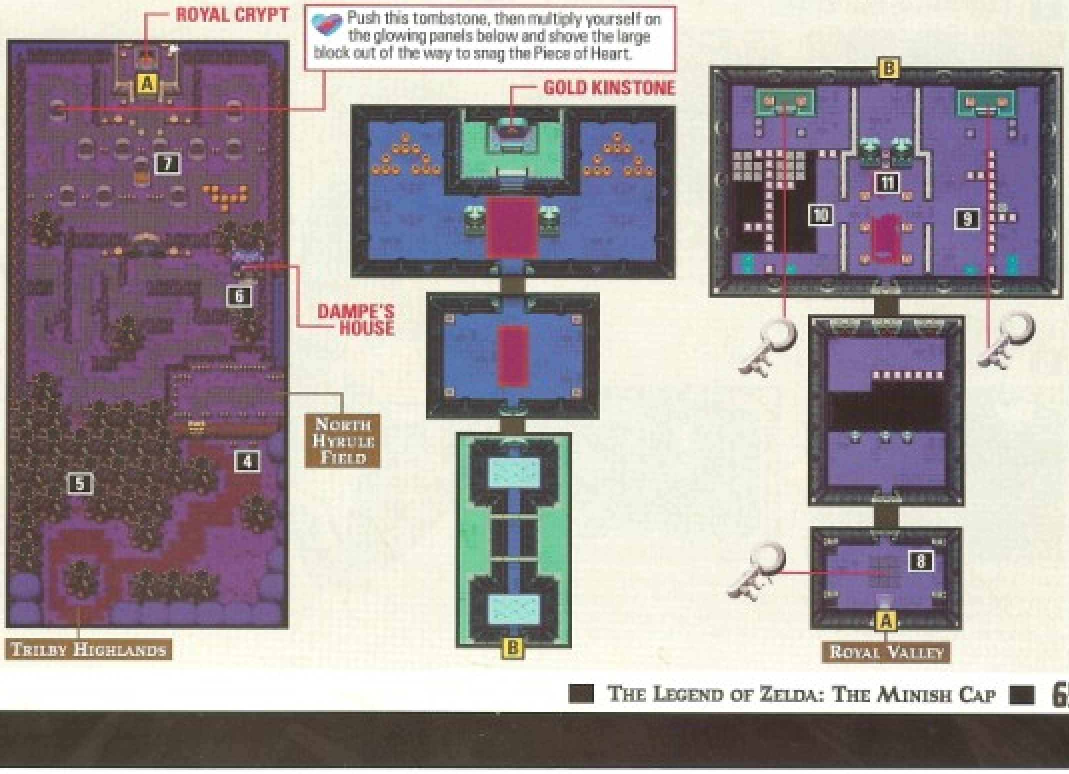
Once you've infused your sword with the power of the Water Element, you can finally reach Royal Valley. Climb down the ladder in North Hyrule Field and create two copies of yourself to push the large block out of the way. The valley is quite dark, so light the Flame Lantern to increase your visibility.

4 Valley Girl

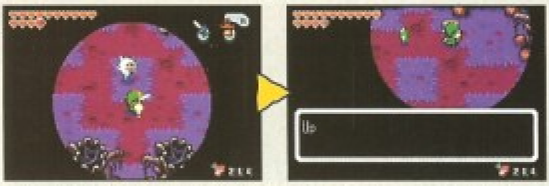


Bomb the wall between the posts at point 4 to reveal a Great Fairy Fountain. If you answer the Great Fairy's questions correctly, she'll upgrade your quiver. Here's a cheat sheet: no, no, yes, no, no.

Royal Valley

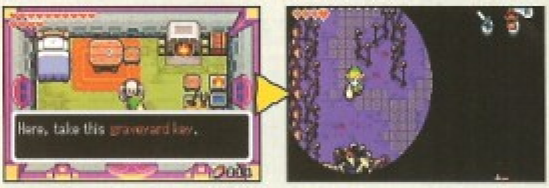


5 Haunted Forest



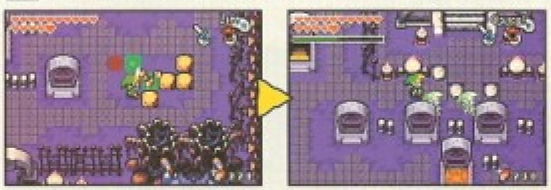
Heed the signs to get through the woods. Or if you'd rather just rely on your handy Player's Guide, head up, left, left, up, right and up. Watch out for the ghoulish Ghinis along the way. They'll lick your head, which not only is wildly unpleasant, but also drains your health.

6 Graveyard Key



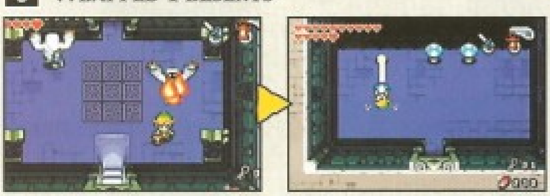
Stop by Dampé's house and talk to the gravedigger to receive the Graveyard Key. When you leave, a crow will swoop down and steal the key from you. Head west and look for the tree where the crow is resting. Don't get too close, though, or the bird will fly away and you'll have to search for him again. Instead, put on your Pegasus Boots and charge into the tree. You'll startle the crow and make it drop the key.

7 Tale from the Crypt



Unlock the gate and smash the rocks on the east side of the graveyard to reveal three glowing panels. As you may have guessed, you'll need to stand on all three floor switches nearby to open the Royal Crypt. Before you multiply yourself, push the middle tombstone to clear a path for your threesome.

8 Wrapped Presents



Slay the Gibdos to make them cough up a Small Key and five bombs (for maximum enjoyment, you can reduce the mummies to Stalfos by burning their bandages with the Flame Lantern). In the next room, fling yourself across the chasm with the mushroom on the left, then unlock the door in the center—the other two doors are booby traps.

9 Right Key



Summon your doppelgangers on the glowing panels to the right and lead them north to the floor switches. Your partners will disappear if they come in contact with the trap, so keep an eye out for it. A Small Key will appear when you stand on all three switches simultaneously.

10 Left Key



To reach the floor switches on the left, you'll have to ride the moving platform and steer your partners around the blocks. Snag the Small Key by standing on the switches, then hop on the platform and ride it back.

11 Undead Royalty

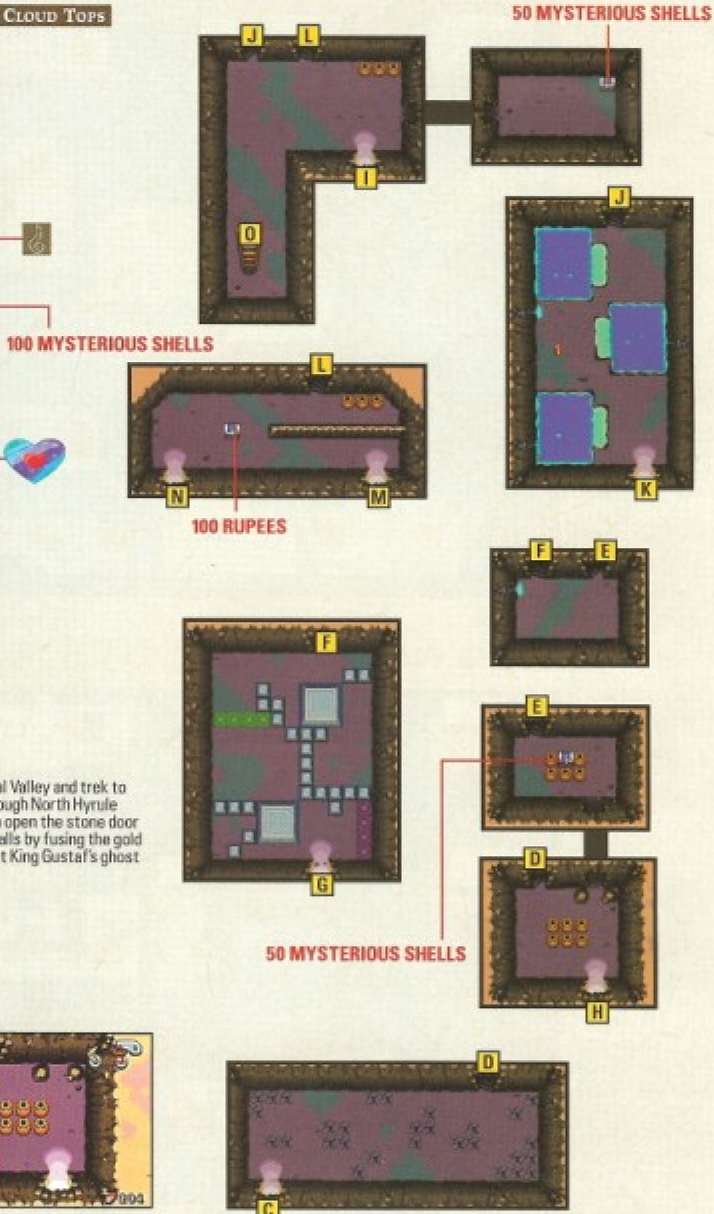


Use the Small Keys to unlock the blocks at point 11. Continue north through the hallway (be on your toes for a snake attack), then light all four torches in the following room. Defeat both of the Gibdos that appear to open the door and proceed to King Gustaf's tomb.

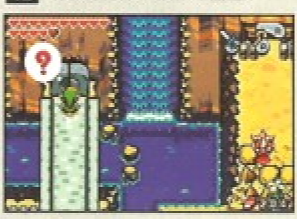


VEIL FALLS



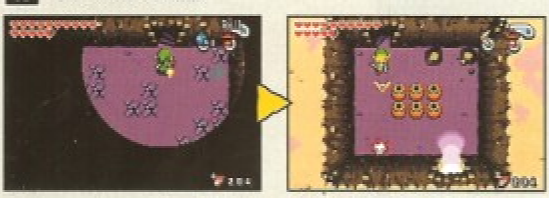


12 Behind the Veil



Exit the Royal Valley and trek to Veil Falls through North Hyrule Field. You can open the stone door next to the falls by fusing the gold Kinstone that King Gustaf's ghost gave you.

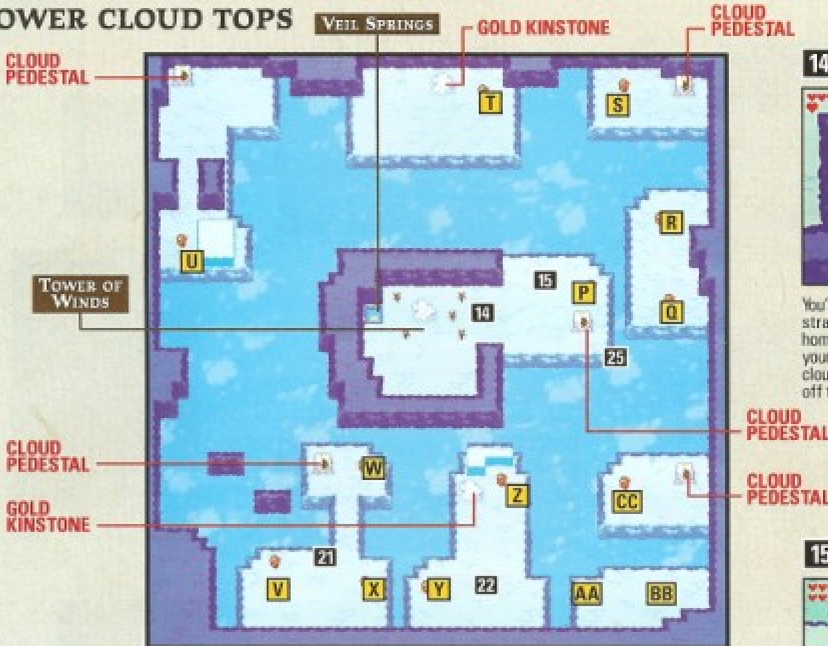
13 Up the Falls



The vortex at the top of the falls leads to the Cloud Tops. On your way up there, you can make a few detours for Mysterious Shells and Rupees—refer to the map, and use bombs to blast open the doorways marked with a black connecting line.

CLOUD TOPS

LOWER CLOUD TOPS



UPPER CLOUD TOPS

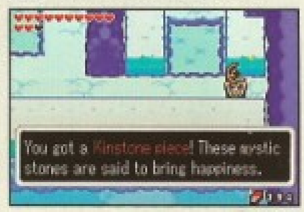


14 Wind Waker



You'll find two siblings from the Wind Tribe stranded atop the clouds. To help them get home, you must awaken the wind. Watch your step—you may be able to walk on the clouds, but you'll lose some health if you fall off the edge.

15 Crimson Cyclone



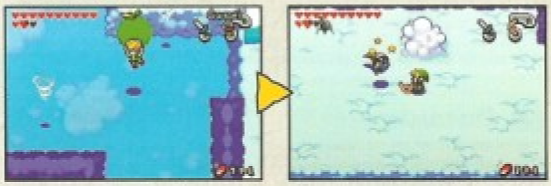
Hop into the red whirlwind to reach the upper Cloud Tops. Open the treasure chest to your right for a gold Kinstone, then drop through the adjacent hole. Walk north and let the second whirlwind (marked C on the map) lift you back up. You can stun the Cloud Piranha along the way with your boomerang, then finish it off with your sword.

16 Cloud Kinship



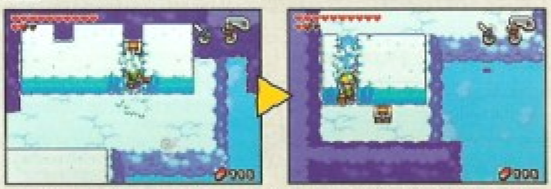
Use your Mole Mitts to dig through the cloud barrier at point 16, then jump down the hole to your left. If you fuse the gold Kinstone with the one on the cloud pedestal below, one of the pinwheels at the beginning of the area will start spinning.

17 Float and Fight



Return to the upper Cloud Tops and hop into the regular white whirlwind at point 17. Float to another whirlwind to the southwest, then touch down on the cloud to the northwest (the dotted line on the map illustrates the correct path). Drop through the hole and defeat both of the Cloud Piranhas below to get your hands on another gold Kinstone.

18 Heavenly Treasures



Take the red whirlwind back to the upper Cloud Tops and tunnel through the cloud barricade to your left. When you get to the other side, ride the white whirlwinds southwest then northwest to point 18. The treasure chests behind the barricades there contain Mysterious Shells and a gold Kinstone.

19 Electric Boogaloo



Hop into the whirlwind and float southeast then southwest to point 19. An electrified Lakitu blocks your path to the cloud pedestal below. You can stun him with your boomerang or use your Gust Jar to suck the cloud out from under him. Fuse one of your gold Kinstones with the one on the pedestal afterward to start up another pinwheel.

20 Long Flight



Back in the upper Cloud Tops, travel by whirlwind to point 20. Head southeast through the first two whirlwinds, then turn southwest (see the dotted line on the map). Before you jump down the hole, dig to the treasure chest for some Mysterious Shells.

21 Laki-Two



Take out the Lakitu and fuse your gold Kinstone with the cloud pedestal behind him. Three pinwheels down, two to go. Catch a lift on the red whirlwind to your immediate right and grab the gold Kinstone from the treasure chest above.

22 Next of Kin



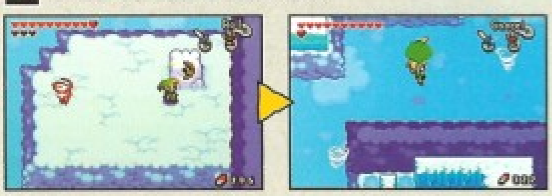
Jump back down to the lower Cloud Tops and enter the whirlwind marked X on the map. Fall through the hole marked Y, then clobber both of the Cloud Piranhas to reveal another gold Kinstone. After you grab the Kinstone, hop into the red whirlwind to your right.

23 Dig Dug



Open the treasure chest nearby to add 50 Mysterious Shells to your collection, then ride the whirlwind south. Claw through the cloud barrier and drop through the hole concealed underneath (marked AA on the map). Let the red whirlwind carry you back to the upper Cloud Tops, then proceed north and fall down another hole to the cloud pedestal at point 23.

24 Back to the Beginning



Once you've turned on the fourth pinwheel, return to the upper Cloud Tops and float across the whirlwinds to the narrow patch of cloud at point 24. From there, head north, burrow through the cloud barricade, and ride another series of whirlwinds back to the hole marked P on the map.

25 Pinwheels of Power



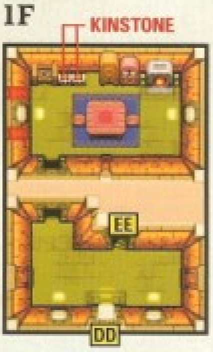
To get the fifth and final pinwheel spinning, fuse your last gold Kinstone with the cloud pedestal at point 25. The vortex that appears will transport you to the Tower of Winds.

TOWER OF WINDS

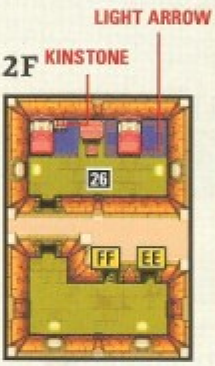


Cloud Tops

1F



2F



3F



4F



26 Light Arrow



If you fused Kinstones with Stranger in Hyrule Town and stepped through the portal near your house, the Tower of Winds may look familiar. Check in with the old man on the second floor (assuming you saved him from the ghost). To show his gratitude, he'll give you the Light Arrows. See page 93 for more information.

27 Diplomacy



There's a little girl standing in front of the stairs that lead to the Palace of Winds. You could probably fight your way past her, but that doesn't seem terribly heroic. Instead, talk to the elder to get permission to enter the palace. The girl will then move out of your way without any unnecessary bloodshed.

28 Travel Fairies



The Palace of Winds may sound like a nice place to visit, but it's actually quite harrowing. Fortunately, a couple of the jars in front of the entrance contain fairies. Free the health-replenishing pixies and impriso . . . er . . . give them a home in any empty bottles you may have.

Palace of Winds



PALACE OF WINDS

THE PALACE OF WINDS FLOATS HIGH ABOVE THE CLOUDS, SO WATCH YOUR STEP. EARLY ON, YOU'LL FIND ONE OF THE MOST USEFUL ITEMS IN THE GAME—THE ROC'S CAPE. IT ALLOWS YOU TO JUMP AND BRIEFLY GLIDE THROUGH THE AIR.



1 RANGED REQUIREMENTS



As you navigate the narrow walkways, the Peahats can be a real nuisance. Knock off their propellers with your boomerang—the creatures are much easier to deal with when they're grounded. You'll also need the boomerang or your bow to activate switches beyond your reach.

2 TRIPLE-STRENGTH LINK



Push the block off the ledge at point 2, then fling your Boomerang at the switch to extend the bridge that leads east. Before you walk across, smash the skulls and multiply yourself on the glowing floor panels. You'll need the extra muscle to shove the large block out of your way.

3 Platform Peril



As you ride the moving platform, you'll have to run around the floating blocks. That includes stepping off the platform briefly and following alongside it on the narrow strip of land to your left.

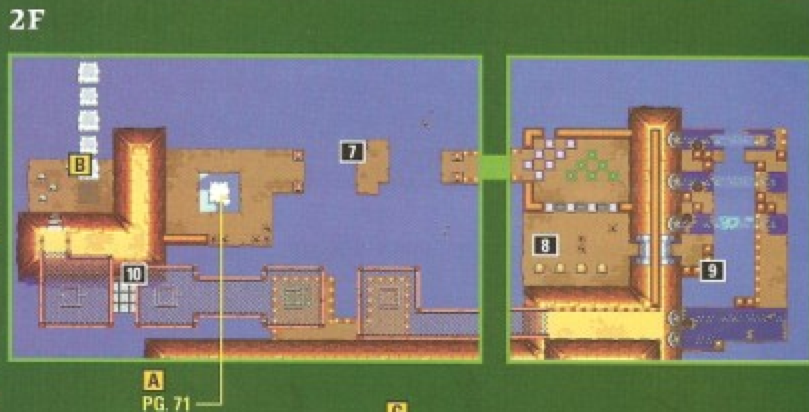
4 On the Fence

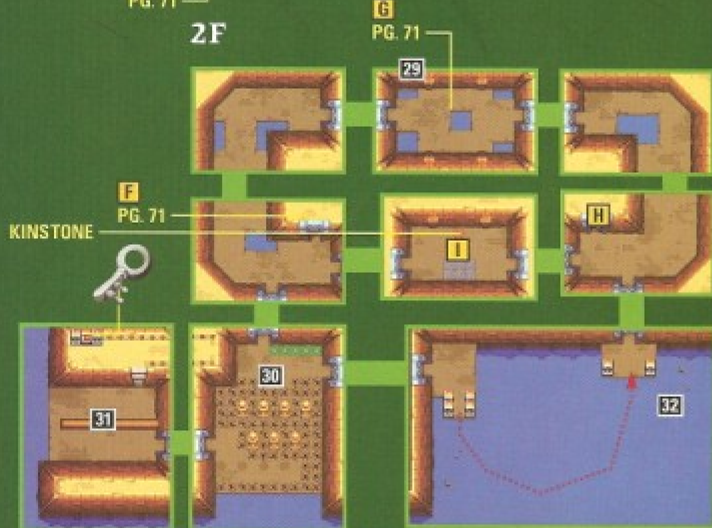


Don't dally on the cracked sections of the floor, or they'll collapse underneath you. Climb onto the ledge and walk west along the metal grating. Stay on your toes and look for Firewinders and Bob-ombs. You can explode the Bob-ombs from a distance with your bow or boomerang.

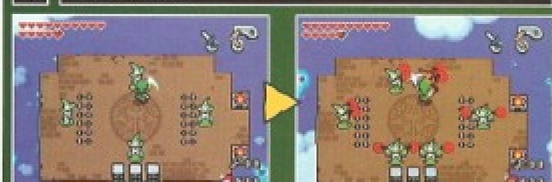
5 Bridge Delay

Throw your boomerang to trigger the switch at point 5. Walk across the bridge and stand in the gap between the spikes to get past the rolling cylinder if need be. Hit the switch again, then drop a bomb next to it before you cross the bridge to your left. When the bomb explodes, the following bridge will extend north.





6 Roc's Cape



The treasure chest that holds the Roc's Cape won't be revealed until you defeat three waves of Wizzrobes. The sorcerers can fire their magic bolts only in the direction they're facing, so hit them from behind or the side when they materialize.

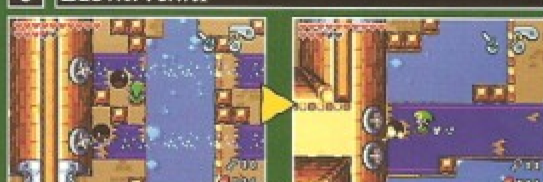
7 Jump Man

Use your new cape to jump across the gap then up the succession of clouds labeled A on the map. When you reach the top, leap across a pair of gaps to your right (watch out for the Bombarossas floating over the second gap).

8 Three for Four

Push the blocks out of your way and use the bottom row of panels to summon a pair of doppelgangers. Stand between the switches to the south and swing your blade to activate all four at once. If you defeat the Spiked Beetles that appear afterward (use the Cane of Pacci to flip them on their backs), the door to your right will open.

9 Blown Away



As you proceed north at point 9, wait for the fans to stop blowing before you try to walk past them. Jump across the gap at the end and head south, then energize the hole with the Cane of Pacci so you can leap up onto the ledge.

10 Get Moving



You can use the Roc's Cape to jump through the panels in the metal grating. At point 10, you'll have to time your jump so you land on the moving platform below.



11 Ride on the Right

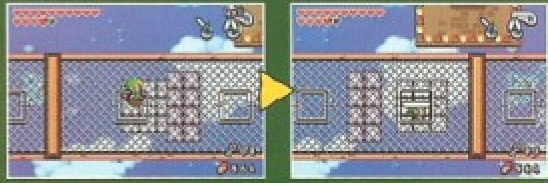


Climb the series of clouds labeled B on the map, then multiply yourself in a vertical formation. When the moving platform arrives, stand on the right side of it to avoid getting pushed off by floating blocks. Quickly head up the stairs while your partners are still around, and remove the large block from your path.

12 Lane-Jumping

At point 12, push one of the blocks on the right over the edge, then step onto the moving platform and swiftly dispatch the crows. Leap to the opposite platform as you approach each row of floating blocks. When you reach the end of the line, jump to the right platform then south onto solid ground.

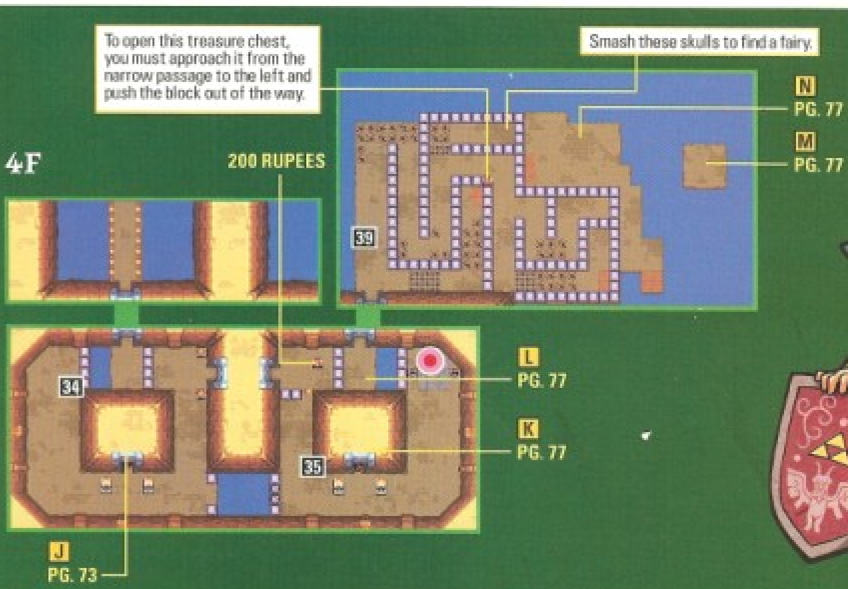
13 Alternating Barriers

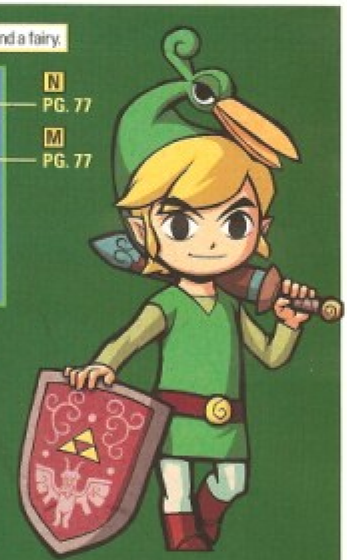


There are obstacles both above and below the metal grating at point 13. As you proceed east with the moving platform, bounce up and down through the panels to get past the roadblocks.

14 Hot Corners

Use the Cane of Pacci on the far-right hole, then bound onto the adjacent ledge and climb down to the floor panels on the other side. Multiply yourself on the top-left, bottom-left and bottom-right panels, then swing your blade to light up all three switches simultaneously. Shrink yourself on the Minish portal that appears and head south through the tiny opening.



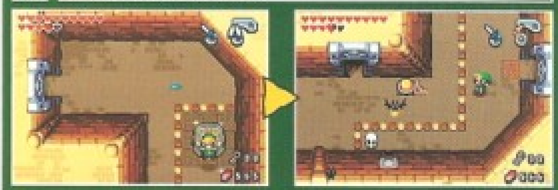


15 Tiny Mover



Push the vases to reach the Minish-sized opening to the left. The screenshot shows how the vases should be lined up when you're finished. Proceed north through another miniature hole beyond the spiked cylinder.

16 Double Rewards



After you return to normal size via the Minish portal at point 16, head back down and illuminate the switch with your boomerang. A Small Key will fall from the ceiling and the east door will open.

17 Roc On

Go outside and jump onto the narrow landing, then walk back to the spiked cylinder and unlock the door (hop into one of the trenches to get past the cylinder). Keep the Roc's Cape equipped to ascend the clouds on the other side.

18 Droppin' Bows on 'Em

When you arrive on the fourth floor, take out your bow or boomerang to hit the spear-toting Moblins from a distance. The latter weapon will merely stun your foes—you'll have to finish them off with your sword.

19 Crosswinds



There are fans on both sides of the bridge. Leap across the gap between gusts, then push the blocks aside and jump over the spikes as you move east.

20 Wind Beneath Your Wings

Stand in front of the fan at point 20 and face west. If you jump when the fan starts to spin, the current will carry you all the way past the torches to the landing on the other side. Head north once you touch down.

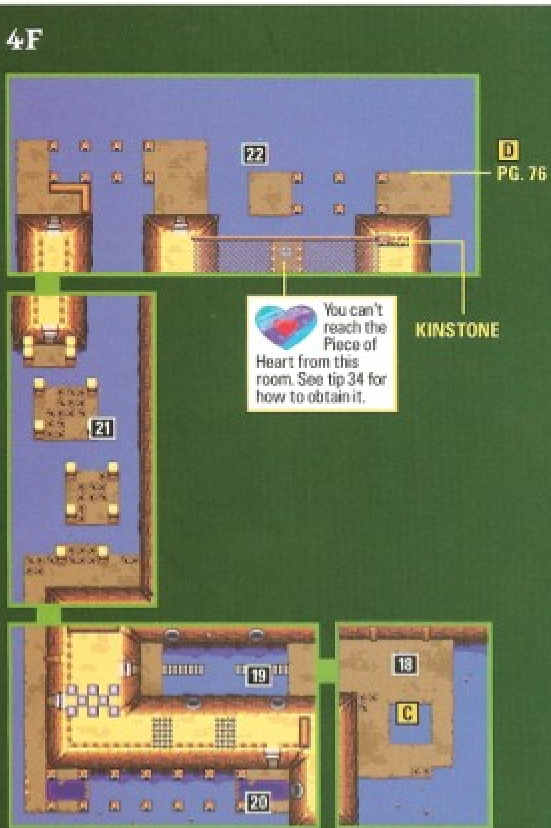
21 Discretion Is the Better Part of Valor

As you leap across the crumbling platforms, Lakitus will fire projectiles at you from both sides. You can try to suck the clouds out from under the enemies if you're feeling feisty, but it's much easier just to run past them.

22 Cloud Jumper



Use the Roc's Cape to ascend to the top of the clouds, then soar across the gap. If you want to pick up a Kinstone, head up the stairs and across the metal grating to the treasure chest (watch out for the Moblin archers up there, though). Otherwise, leap to the next platform, scale another set of clouds and continue east.

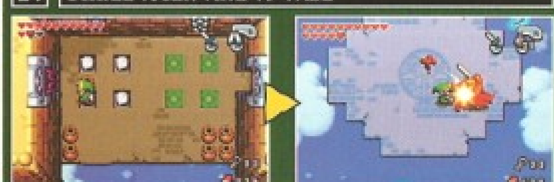


23 Two against One



Rise to the fifth floor via the clouds labeled D on the map, then head south to face off against a pair of Ball & Chain Soldiers. Leap over the heavily armed minions and hack at them from behind. When you've eliminated both of them, a Small Key will pop up in the middle of the hallway. Use it to unlock the door on the left.

24 Three Men and a Vase



Push a vase onto one of the four switches, then multiply yourself so you can stand on the other three. (Remember that you can extinguish the reappearing Spark in the previous room with your boomerang to liberate a fairy.)

25 Heat Things Up



Step on the lone floor switch at point 25 to turn on the nearby fan. Jump in front of the fan and let the currents carry you to the south end of the room. Before you can leave, you must defeat two Moblins and two Ice Wizzrobes. Take out the former with long-range weapons and immolate the latter with the Flame Lantern.

26 Small Key, Big Key



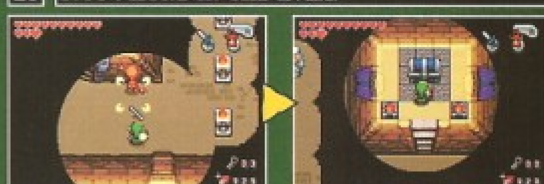
Head east and bound across the gap. (The Red Stalfos will throw their bones at you, so it's a good idea to stun them with your boomerang before you leap.) In the next room, step on the floor switch to start up the fan. Ride the current north, then move the block that's sitting in front of the treasure chest. After you snag the Small Key inside, push the blocks in the upper-right corner out of your way and unlock the north door. The blue tresure chest on the other side contains the Big Key.

27 Red Alert



Return to the hall where you fought the Ball & Chain Soldiers, and use the Big Key to open the door at the south end. Do as Ezlo says and take the plunge in the following room. You'll land on a platform where you must do battle with a red Dark Nut. Wait for the knight to attack, then jump over it and hit it from behind. Once you've vanquished your foe, the blue portal will appear and a bridge will extend north.

28 Not Alone in the Dark



The aforementioned bridge leads to a dark, Stalfos-infested chamber. Pull out your lantern and grab the compass from the platform to your right, then climb the stairs to your left.

29 Key Fall

Walk north then east, and drop through the hole at point 29. The treasure chest on the platform below contains a Small Key. Snag it, then jump down and head back upstairs.

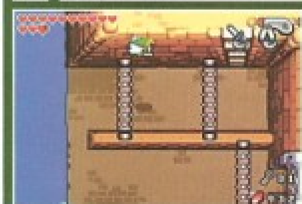


30 Loose Formation



Go south and smash the vases to reveal a row of floor panels. Before you triple yourself, take down the Peahats with your bow. Summon each of your partners one space apart so they can get past the columns, then stand between the switches. Swing your swords to strike all four switches simultaneously.

31 Mad Hops



With the Roc's Cape, you can hurdle over those pesky spiked cylinders. Do so at point 31, then retrieve the Small Key from the treasure chest and head east.

32 Whirling Dervish



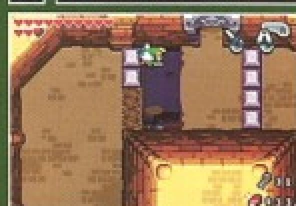
Jump down and unlock the door to your right. In the next room, use the Roc's Cape to leap inside the whirlwind to the south, then follow the dotted line illustrated on the map (see page 72) to the small landing at point 32. Be sure to fly around any Bombarossas in your flight path.

33 Hot Pants



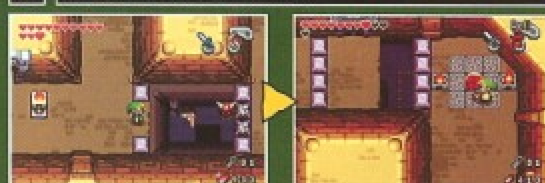
Walk down the stairs labeled H on the map and make your way to point 33, where three Fire Wizzrobes will try to ignite your pantaloons. Send 'em packing to procure the dungeon map.

34 Going to Pieces



Continue west, cut down the Floor Masters and pull the lever to open the south door. Head up the stairs in the following room and deal with the undead foes at the top as you see fit. If you push the blocks on the left over the edge, you can leap to the north doorway and fetch a Piece of Heart.

35 Cleared for Landing



Go east and use a long-range weapon to detonate the Bombarossa while it's hovering near the cracked blocks. Afterward, equip the Roc's Cape and glide across the gap. If you head north and hit the switch there with your boomerang, the adjacent door will open, enabling you to reach the treasure chest (which holds 200 Rupees). You can also activate the red portal by lighting the torches in the northeast corner.

36 Out and In



Unlock the stairs marked K on the map, then head up and bomb the cracked section of the wall to your right. Walk outside (where lots of Stalfos and Wizzrobes await you) and blast another hole in the wall as pictured in the screenshot. Go back inside through the new hole, and bomb the cracked blocks to reach the north door.




37 TREAD LIGHTLY



Be careful not to detonate any of the Bombarossas at point 37—the chain reaction will light up the switch in the middle of the room, causing the exit to slam shut. Just walk around the enemies, push the blocks out of your way and proceed north. You'll find a Small Key inside the treasure chest in the next area.

38 BY CRACKY

A barrier stands between you and the boss, so walk back through the Bombarossas and fall through the cracks at point 38. You'll land in front of a locked door—use your newly acquired key to open it.

39 LABYRINTH



The maze of blocks is swarming with enemies. Fight your way to the southeast corner, push the blocks over the edge and jump onto the dark brown platform. The clouds marked M on the map lead to another Kinstone. The ones labeled N will take you to the boss.

GYORGS

The boss encounter in the Palace of Winds pits you against a pair of flying Gyorgs. You'll start the battle on the blue Gyorg's back. Jump down onto the red Gyorg as you swoop by. When the creature opens three of its eyes, use the glowing panels to multiply yourself in the same pattern. If you strike all three eyes simultaneously, the rest of the boss's eyes will open. Hack away at them until the monster starts to explode, then hop back on the blue Gyorg. The smaller foe has four eyes, one on each corner of its body. Quickly stab them as they open, jumping over the Gyorg's tail when it swings toward you. Eventually, the creature will carry you back to its larger counterpart; repeat the process until they're both dead.



While you're standing on the red Gyorg, the blue one fires projectiles at you. Your duplicates will vanish if anything hits them, so wait for a projectile to pass by before you step on the third panel and finish summoning them. That will give you a brief window of opportunity to reach the monster's eyes.



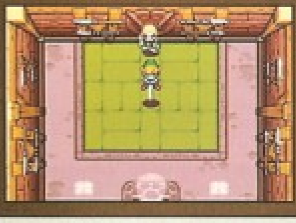
After the first round of the battle, formations of green mini-Gyorgs will start to fly across the screen. If you knock them out of the sky, they'll sometimes drop hearts.

FINAL PREPARATIONS

Now that you have all four elements, you're ready to revive the sacred blade and confront Vaati. Before you head to the castle, take the opportunity to conclude any unfinished business you have throughout Hyrule (collecting Pieces of Heart, finding bottles, etc.).



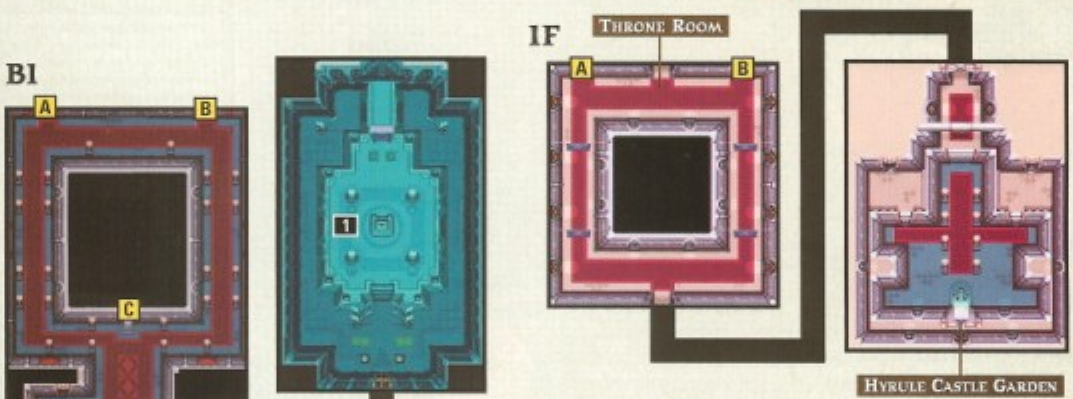
Stop by Swiftblade's to have him teach you the Down Thrust technique. If that brings your total number of Tiger Scrolls to seven, you can learn the Great Spin Attack from Swiftblade I in Castor Wilds (see page 42). To enhance your sword techniques further, seek out the hidden sword masters. See page 109 for details.



If you want to fuse any more Kinstones, do so before you enter the castle. Once you infuse your sword with the Wind Element, certain fusions may no longer be possible.



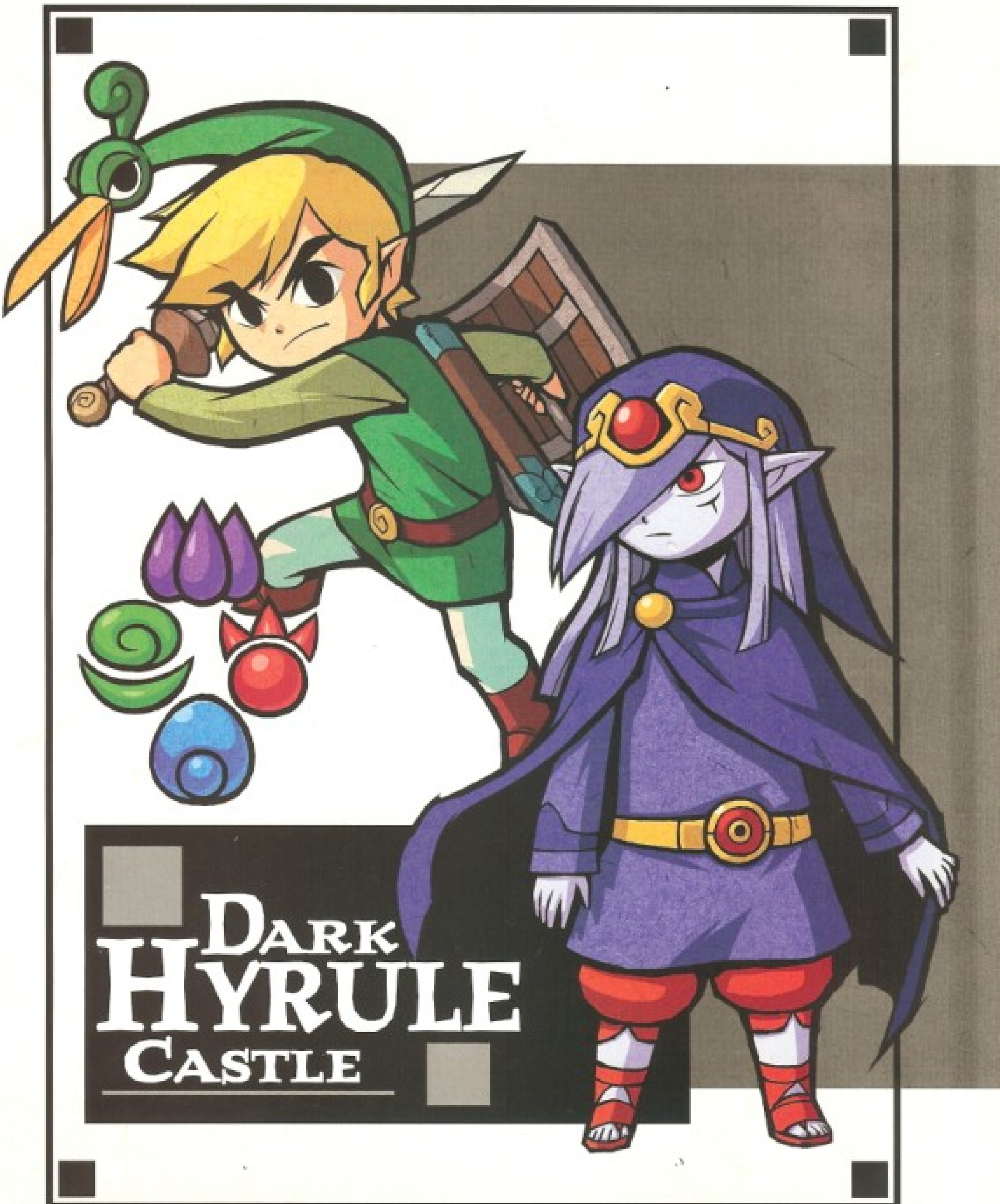
HYRULE CASTLE



1 The Four Sword



Sneak into the castle through the garden again and make your way to the Elemental Sanctuary. When you drop your blade in the pedestal and infuse it with the power of the Wind Element, the weapon will transform into the Four Sword. Enter the revealed chamber to initiate a cut scene.


DARK
HYRULE
CASTLE

Dark Hyrule Castle

VAATI HAS TAKEN OVER HYRULE CASTLE, CHOKING ITS HALLS WITH HIS EVIL MINIONS. THE DANGER THAT THEY PRESENT, HOWEVER, IS NOTHING COMPARED TO THE POWER WIELDED BY THE SORCERER HIMSELF.



Break the Curse



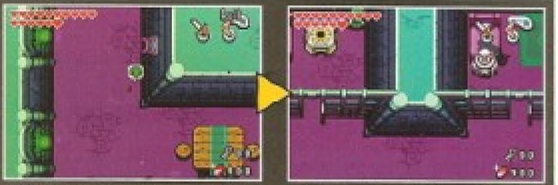
On your way out of the sanctuary, charge the Four Sword and fire it at the people who have been turned to stone to restore them to normal.



B2



4 Jailbreak



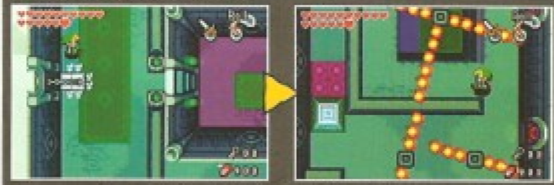
Walk through the miniature hole in the wall and use the Minish portal at the other end to return to normal size. Step on the floor switch to open both your cell and the one next to it.

5 Free the King



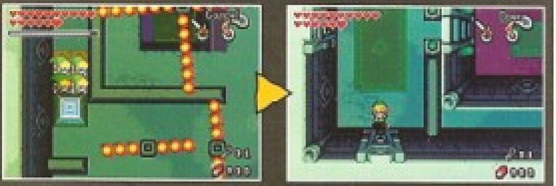
Go to the adjacent cell and fire the Four Sword at the king to break Vaati's curse on him. If you talk to his highness afterward, he'll give you a Small Key. It doesn't seem like much of a reward for saving the ruler of the land, but beggars can't be choosers.

1 Warm Welcome



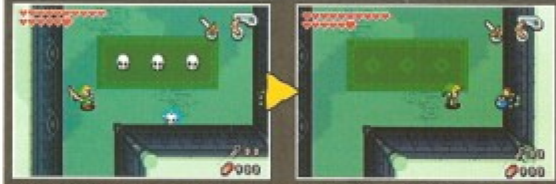
When you arrive at Dark Hyrule Castle, head left and climb the stairs (a Moblin is patrolling the area), then turn north. In the next room, follow behind the spokes of fire to proceed.

6 There and Back Again



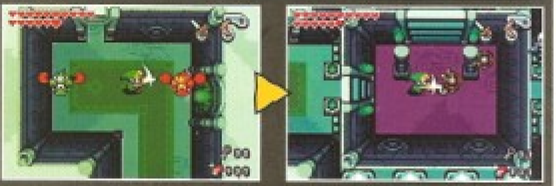
Take your key upstairs and unlock the south door at point 6 (the other door is a mimic). To get past the fire spokes unharmed, you'll have to summon your doppelgangers and move the large block.

2 Wisp Whacker



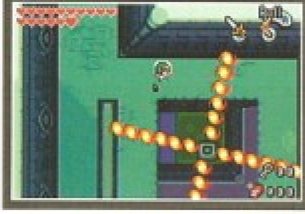
Use your boomerang to take out the red and blue Wisps (and to stun the Stalfos that jump out of the floor). Blast a hole through the cracked section of the east wall, then shrink yourself via the Minish portal on the other side.

7 Map Stop

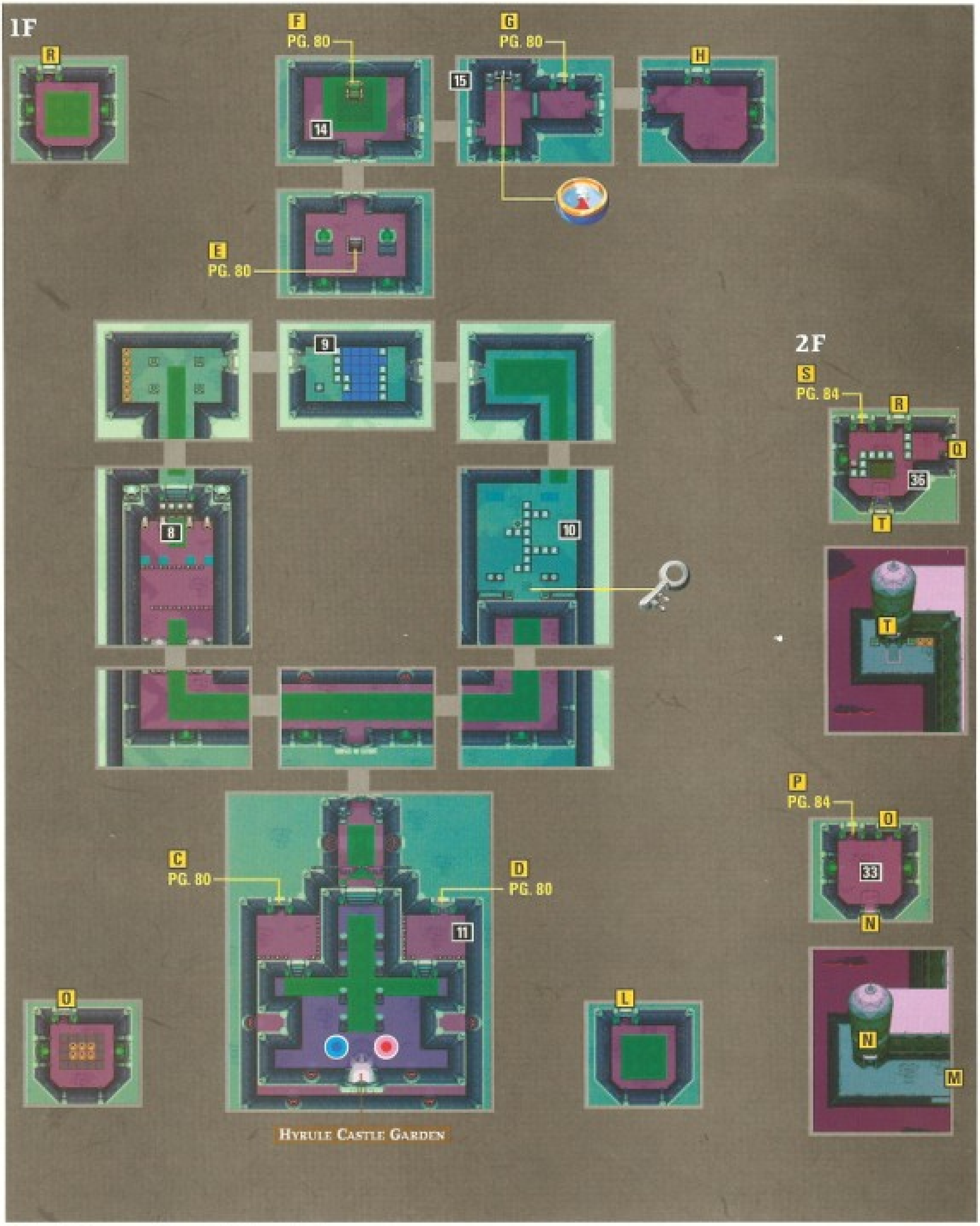


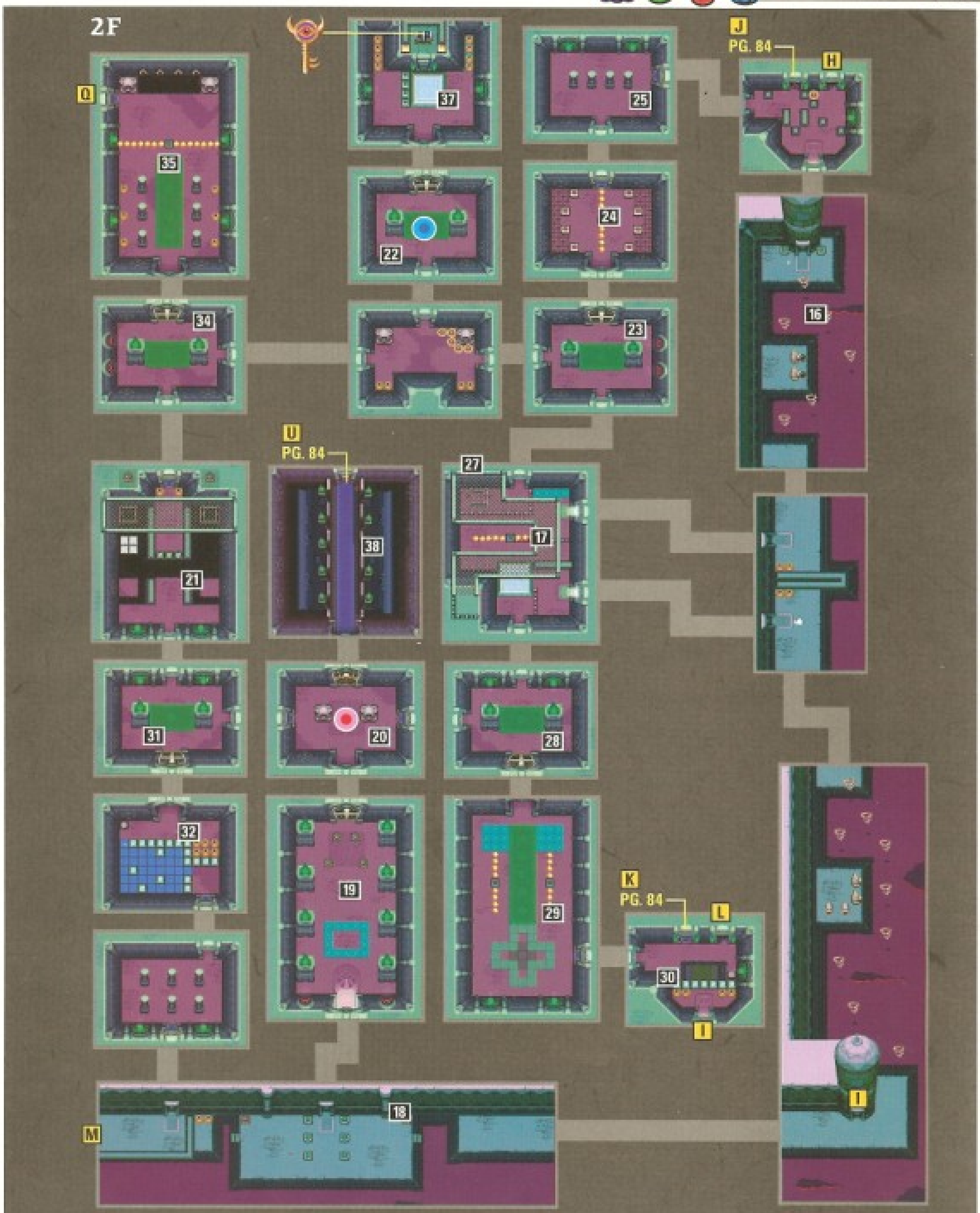
The following hallway is infested with Stalfos, Wizzrobes and Moldorms. Battle your way to the dungeon map, then turn around and head up the staircase labeled C.

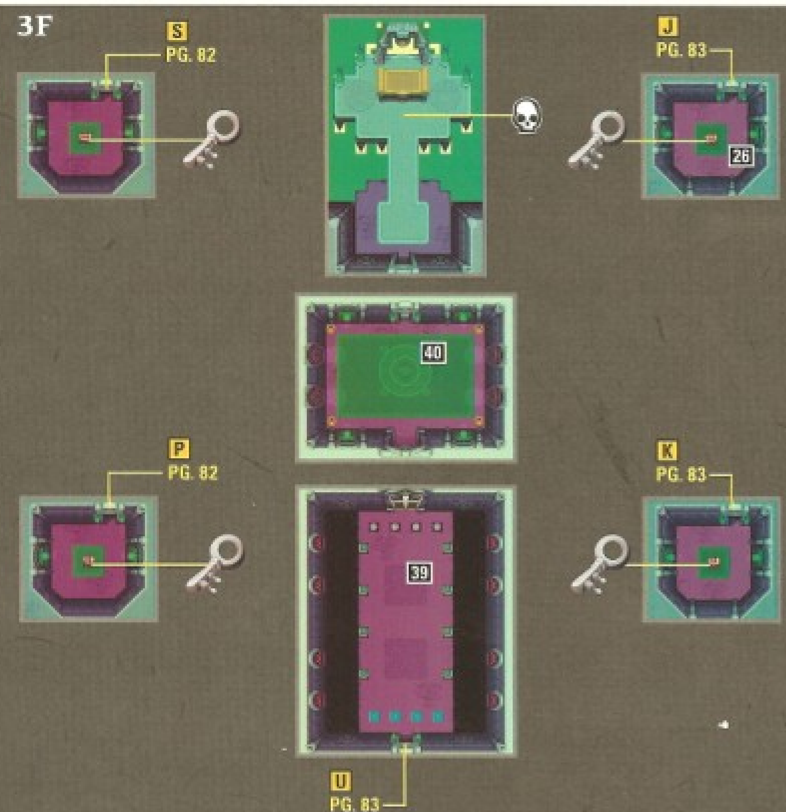
3 Under Fire



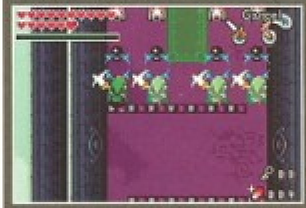
Return to the room with the fire spokes and drop through the hole in the floor. Tiny Link is no match for the Spark at the bottom, so avoid it for now and head north.


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Hyrule Castle Garden


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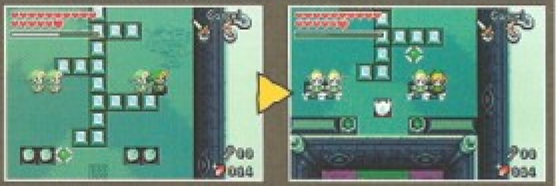


8 Return Fire



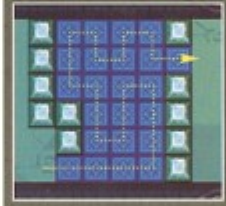
Proceed north and hang a left at the split in the hallway. When you get to the floor panels, multiply yourself and swing your swords to deflect the cannonballs back at all four cannons. The barricade behind them will lower as a result. Fight past the Floor Masters in the next room and stay away from the flying vases on the left side.

10 Tricky Formation



Conjure your alter egos and avoid the Trap as you maneuver around the block formation (you'll want to get either directly in front of or behind the moving device). When you step on all four switches at the other end, a treasure chest will materialize. Open it to garner a Small Key.

9 Tile Tango



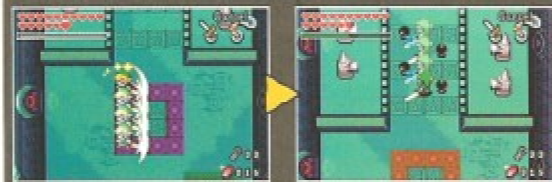
To open the east door, you must turn all of the tiles blue by walking across as illustrated to the left. If you mess up, you can step on the floor switch to reset the tiles.

11 Back to the Basement



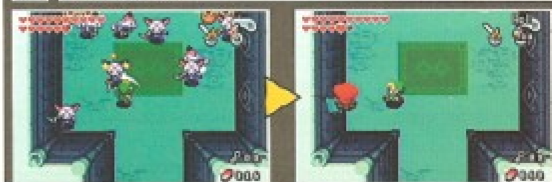
Return to the castle entryway and unlock the staircase labled D on the map. Stay at the ready—you'll be confronted by Wizzrobes and a Stalfos at the bottom of the stairs.

12 Quadruple Spin



Proceed north until you come to a square of glowing panels. Send the Stalfos that pop out of the floor back to their graves, then multiply yourself in a vertical formation. To take out all four cannons, charge a spin attack, then stand between them and release the attack as the cannonballs are about to hit you.

13 Fox Hunt



The Keatons will rob you of some of your Rupees if they charge into you. Rid the room of their thieving presence, then blow a hole in the wall as shown in the above-right screenshot. Walk through the hole, head north (watch out for Firewinders) and climb the stairs labeled E on the map.

14 Fight for the Throne



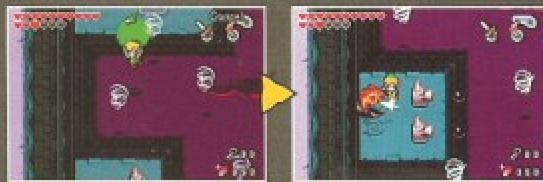
The Red Dark Nut in the throne room is pretty agile. Drop a bomb and try to lure the knight next to it. Not only will the explosion stun your opponent (allowing you to run in for a quick sword strike), it will deal a bit of damage.

15 Stair Climber



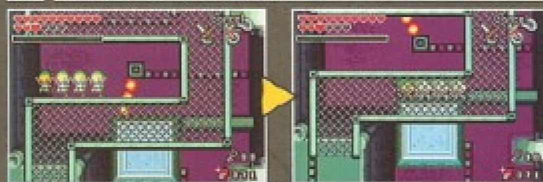
After you defeat the Dark Nut, head into the next room and grab the compass, then push the throne to reveal a staircase. Pull out your lamp to illuminate the dark hallway below (and to set the Gibdos on fire), then climb the set of stairs marked G back to the first floor. Head east and follow the stairs labeled H to the third floor.

16 Surface-to-Air Missile



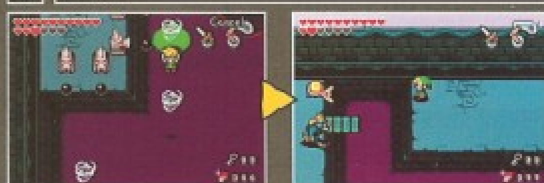
As you ride the whirlwinds along the outer wall of the castle, stop on the ledge at point 16 to take out the Bow Moblin. If you don't, the archer will try to shoot you out of the sky.

17 In the Line of Fire



Once you're back inside the castle, multiply yourself and carefully walk past the string of fireballs. You'll need your partners to help you push the large block out of the way so you can reach the exit to your right.

18 Flyby



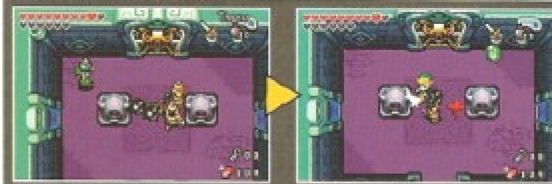
Float across another series of whirlwinds to the front of the castle and follow the walkway to point 18. Toss your boomerang at the switch to extend the bridge, then head through the entrance on the other side.

19 Zoids



Summon your doppelgangers in a trapezoidal formation as illustrated in the screenshots so you can strike all four switches simultaneously. Doing so will open the door at the end of the hall.

20 Chain Gang



Defeat the Ball & Chain Soldiers to open the doors on the left and right. Remote Bombs work very well; otherwise, use the Roc's Cape to jump over the soldiers when they hurl their weapons at you. Their demise will also activate the red portal.

TIME OUT

Via the red portal, you can travel quickly and easily back to Hyrule Town. It's a good opportunity to stock up on items and recover your health. You can also witness the town almost in a state of martial law.



The Fairy Fountain at the north end of North Hyrule Field is the closest (and cheapest) place to fill your hearts. If you have any empty bottles, grab some fairies for the road.

21 Hot Potato



Proceed through the west door in the room where you battled the Ball & Chain Soldiers, then turn north. Smashing the blocks at point 21 can be a bit tricky. Drop a bomb in front of you while you're standing on the south side of the gap, then pick up the explosive and throw it at the blocks just as it's about to detonate.



Once you've cleared the path, you'll need to open the door. Step onto the moving platform and jump through one of the panels in the metal grating overhead, then light up both switches with your boomerang.

22 Black Knight



Walk east, then north to point 22. (There are lots of fairy-producing Sparks in the preceding room, so replenish your health if need be.) Your bombs will stun the Black Knight for an even briefer period of time than they did the Red Dark Nut—you'll have to stay close and be quick on your feet to hit the knight with your sword. The blue portal will appear when you vanquish your foe.

23 Double Trouble



Return to the Spark-infested room and fill up on fairies, then head through the door to your right. On the other side, you'll face off against two more Dark Nuts. After you defeat them both, equip your lantern and proceed north.

24 Light 'Em Up



Run behind the string of fireballs and light all eight torches to unseal the exit. The torches will go out after a couple of seconds, so you'll need to move as quickly as possible.

25 Ghostbuster



When you defeat one of the Ghinis, the other three will disappear and the door will open. Just be sure not to let them grab you—you could bounce from one apparition's grasp to the next, taking a ton of damage in the process.

26 Brief Third-Floor Visit

Ascend the stairs labeled J on the map and retrieve the Small Key from the treasure chest at the top. Afterward, head back to the room where you fought the two Dark Nuts in tip 23 and proceed through the south exit.

27 Up and Over

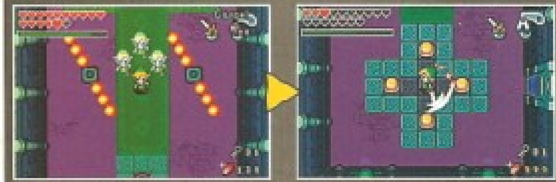


Jump through the panel and follow the metal grating to the other end of the room. Drop behind the large block and leave through the south door.

28 Solo Dark Nut

You'll encounter another Red Dark Nut at point 28. If you run out of bombs, you can try to get the knight hung up on one of the green hearths in the room and knick him from the side.

29 Do It Yourself



Continue south after you conquer the Dark Nut. To activate all four switches at the end of the hall simultaneously, you can summon your clones in a cross formation and carefully walk between the fire spokes. Or you could just stand in the middle of the switches by your lonesome and execute a spin attack.

30 Tale of Two Stairs

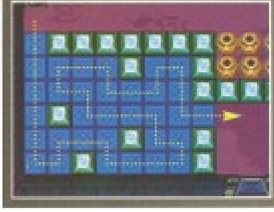


Stand on the floor switch in the room at point 30 to uncover the staircase on the left. Grab the Small Key from the treasure chest at the top, then return to the chamber with the red portal and enter the west doorway. (There's nothing but Gibdos at the bottom of the other stairs.)

31 Dark-Nut Duo

Two more Dark Nuts await you at point 31. The same strategies apply—stun the guardians with bombs, or try to get 'em hung up on the large hearths. You can also wait for them to charge, then try to counterattack from behind, but such traditional tactics are much more difficult.

32 Tile Tango, Part 2



Once you emerge victorious from your battle with the Dark Nuts, head south and walk across the tiles as illustrated to the left. As before, you can step on the floor switch to reset the tiles if you mess up.

33 To the Tower

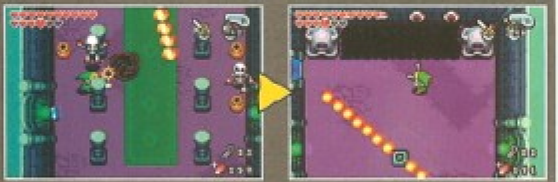
Exorcise another group of Ghinis in the next room, then go outside and enter the west tower. The staircase on the right leads to some vases that contain bombs and arrows. Head down there if you need to resupply. Climb the stairs on the left to retrieve your third Small Key.

34 Final Dark Nut



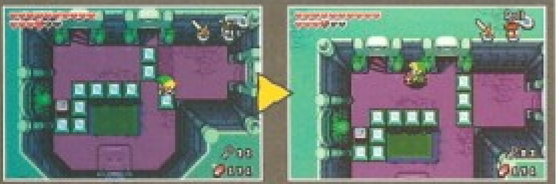
Return to the castle proper and journey north until you run into yet another Dark Nut. Send the crimson knight to the same place as his fallen brethren, then continue north through the exit.

35 Clear Shots



You have to fire an arrow quickly at each of the eyes in the north wall to open the door to your left. Empty the hall of enemies first—you'll have enough trouble getting your shots off before the fire hazard hits you.

36 Fall and Rise



Push the blocks out of the way and drop through the hole in the floor. When you climb back upstairs, you'll emerge on the other side of the blocks. Continue your ascent via the staircase on the left, and open the treasure chest at the top for Small Key number four. There's nothing of interest beyond the other door, so backtrack to the room with the blue portal (see the map).

37 Locked Blocks



Use the keys that you've collected to remove the blocks at point 37. Afterward, smash the pots on the right side of the room and step on the floor panels to summon your clones. Once you've pushed the large block out of the way, you can climb to the blue treasure chest and seize the Big Key.

38 For Whom the Bell Tolls

Return to the room with the red portal. Head into town to replenish your health, stock up on bombs, fill your empty bottles, etc. When you're ready to rumble, unlock the boss door. You must reach Vaati before the bell chimes three times. Leapfrog the Ball & Chain Soldier and get a move on.

39 Clone Army

Quickly multiply yourself on the glowing panels and cut a swath through the Keatons as you march to the end of the hall. Step on the floor switches to open the door.

40 Aw, Nuts



Before you can enter Vaati's chamber, you must vanquish three more Dark Nuts. Try to get the trio to converge around your bombs so you can hit them all at once. Time is of the essence.

VAATI

The final showdown with Vaati consists of three stages. You'll need patience and perseverance to emerge victorious from the epic battle. Try to conserve the contents of your bottles for the later stages—alternative means of replenishing your hearts become increasingly scarce. After you defeat Vaati's second form, charge your sword and fire it at Zelda to break Vaati's curse, then lead the princess to the Elemental Sanctuary.



Stage One



Cut down the eyeballs that revolve around Vaati to expose his weak point. When the eyes stop, they're about to fire lasers—make sure you're not standing in front of them. Also watch out for the spread of flames that eminates from the sorcerer himself.





After you've put a bit of a hurt on the would-be "master of the world," he'll enshroud the revolving eyeballs in darkness. You must uncover them with the Gust Jar before you can slash them. If your health gets low, smash the vases in the room to gather hearts and fairies.

Stage Two



Fire arrows at the eyes that surround the boss to expose four of them (the other four won't open). Summon your clones in the same formation as the unshielded eyes to hit all four simultaneously. When the eyes crumble, go to town on the giant eye in the center.





Vaati's second form will fire electric projectiles and cover the ground with harmful black gunk (which will sometimes yield hearts or arrows if you cut it). When you're trying to multiply yourself, keep your back turned to the boss so your sword's charge isn't interrupted by the blade hitting one of his eyes.

Stage Three



Concentrate on avoiding Vaati's claws and dodging his electric bolts until one of his arms comes up through the ground. Blast it with the Cane of Pacci, then shrink yourself on the Minish portal and enter the small opening in the arm. Inside, destroy the eye with the red pupil.





The interior of Vaati's second arm is dark, so equip the Flame Lantern to find the eye with the red pupil. Once both limbs have been eliminated, conjure your doppelgangers. The small eyes in front of the boss will fire a row of projectiles. Deflect them back at the eyes, then hack away at the exposed boss.



Adventurer's Appendix



Hyrulean Secrets

EVERY ONCE IN A WHILE, A HERO NEEDS A BREAK FROM SAVING THE WORLD. AS WITH ANY ZELDA GAME, THERE ARE TONS OF SIDE QUESTS AND DIVERSIONS IN THE MINISH CAP.



Picolyte Vendor

If you use the Gust Jar to vacuum the dirty stall in the Hyrule Town Square, a Picolyte vendor will eventually set up shop there. Picolytes are potions that temporarily increase the likelihood that you'll find certain items beneath shrubs, inside vases, etc. The vendor will sell only green, red and white Picolytes at first, but you can help him add three additional types to his inventory.

The Minish inside the barrel at Minish Village is developing new types of Pico Blooms. If you talk to him after the Picolyte vendor appears, he'll ask you to bring him one of three liquids (so you'll need an empty bottle). You can buy Lon Lon Milk from Hyrule Town after you help Talon and Malon get back in their house (see page 41). Syrup will sell the Red Potion once you fuse Kinstones with the Forest Minish in the southeast corner of South Hyrule Field (dash into the tree there to reveal a Minish portal). And of course, you can get Mt. Crenel Mineral Water for free. Once you deliver the liquid, it will take a few minutes for the Pico Bloom to blossom. When it does, the Picolyte vendor will create the corresponding potion. Check out the chart below to see the effect of each one.





PICOLYTES

COLOR	LIQUID	EFFECT
GREEN	—	FIND MYSTERIOUS SHELLS
RED	—	FIND HEARTS
WHITE	—	FIND KINSTONE PIECES
BLUE	MT. CRENEL MINERAL WATER	FIND ITEMS
ORANGE	RED POTION	FIND FAIRIES
YELLOW	LON LON MILK	FIND RUPEES

Treasure Game Shop

The Treasure Game Shop is like a little slice of Vegas in the middle of Hyrule Town. Gamble 10 Rupees for a chance to double your money. It's simply a matter of guessing the right treasure chest. If you fuse Kinstones with Spookter in Royal Valley, the shop owner will add a high-stakes game. You'll have to choose from three chests, but you'll triple your investment if you pick the correct one.



Simon's Simulations

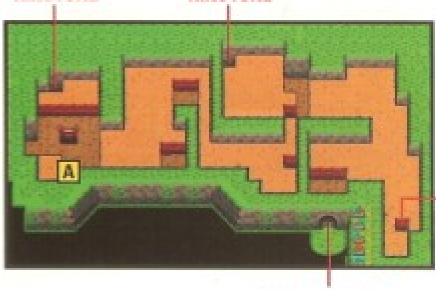
Simon's Simulations in Hyrule Town pits you against a variety of foes in a virtual arena (though you'll still perish if you run out of hearts). The entry fee is 10 Rupees, but you'll earn a reward should you emerge victorious. The prize for the first round is a Piece of Heart. Subsequent rounds, which get increasingly difficult, will net you only a Kinstone or some Rupees.

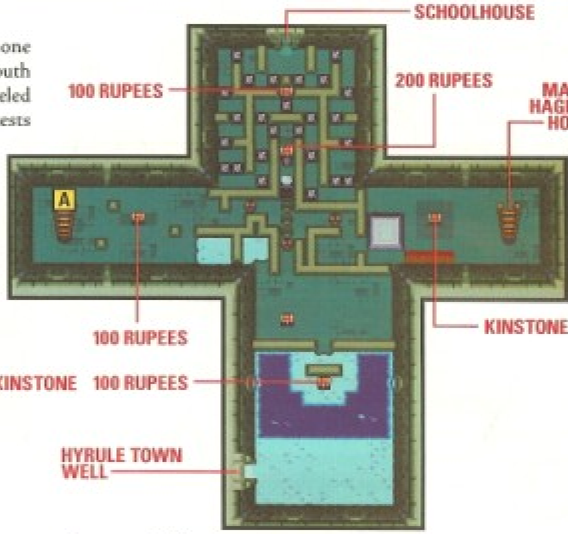




HYRULE UNDERGROUND

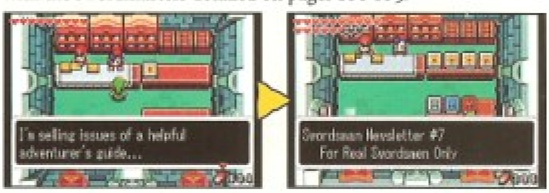
There are two subterranean areas in Hyrule Town. To enter the one on the left, you'll need the Mole Mitts to dig through the cave south of the mayor's house. The other area has four entrances, as labeled on the map. Various items are required to reach the treasure chests down there.





SWORDSMAN NEWSLETTERS

If you fuse Kinstones with the postman running around Hyrule Town, Marcy will start selling the *Swordsman Newsletter* at the post office. Each issue is packed with helpful tips for aspiring warriors, but since you obviously have a Player's Guide, you can probably find a better way to spend 200 Rupees (like gambling at the Treasure Game Shop). Additional volumes will become available as you train with the swordmasters detailed on pages 108-109.



GORMAN'S REAL ESTATE

Gorman will show up in Hyrule Town when you fuse Kinstones with one of the sisters at the inn. If you talk to him, the shady real-estate agent will tell you that he's looking for a tenant. Whichever sister you inform of the vacancy will move into the house and fill one of your empty bottles with a free charm when you visit her.



The red sister's charm will increase your strength, the blue's will boost your defense and the green's will power up both attributes (though to a lesser extent). If you fuse Kinstones with Bremor (who's standing next to the post office), the carpenters will build a house that another of the sisters can move into.

CUCCO WRANGLING

Talk to the girl in the southwest corner of Hyrule Town to take a break from saving the world and help her catch some runaway Cuccos. She'll ask you to grab a certain number of the birds and throw them in the pen within a specified amount of time. If you get the job done, she'll give you 10 Rupees for each Cucco (50 for golden Cuccos) and some Mysterious Shells, a Kinstone or a Piece of Heart.



The girl's requests become increasingly difficult to fulfill the more you help her. In later rounds, she'll ask you to wrangle only two or three Cuccos in what seems like plenty of time, but the birds are spread far across town. Use the Pegasus Boots to run to them as quickly as possible. The best way to handle a slippery golden Cucco is to throw it then immediately roll forward and pick it up. Repeat the process until you get the bird to the pen. If there's a Cucco on the other side of the river, swim to it then throw it across the water to save valuable time.

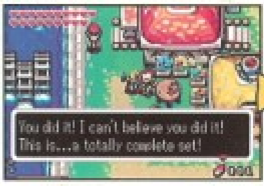
WAKE-UP GIFTS

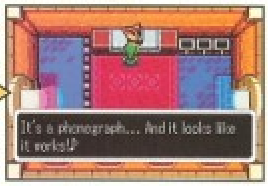
In addition to replenished health, you'll receive a free Kinstone whenever you stay at the inn. The cheap room (50 Rupees) comes with a green Kinstone. If you decide to splurge on the 200-Rupee room, you'll get a blue Kinstone. High-society types who spend 400 Rupees on the luxury suite will find a red Kinstone on their pillow.



Music House

If you collect all 130 figurines, talk to the man sitting outside the café. He'll be so impressed by your collection that he'll let you into the Music House. You'll find a Piece of Heart inside, and you can listen to the game's tunes on the phonograph.





Wind Crests

After you defeat Mazaal and acquire the Ocarina of Wind, examine the stone markers labeled on the map below to reveal Wind Crests. You can travel instantly to any of the crests you've uncovered by playing the ocarina from the overworld.

HYRULE MAP



Percy's House

Percy can't reach his home in the Western Wood, so he's been forced to take up temporary residence inside a tree in the southwest corner of Trilby Highlands. Fuse Kinstones with the poet to clear the path to his house. Upon his return, Percy will discover that someone has broken into his abode. Head inside and light both torches with your Flame Lantern to reveal the intruder as a Moblin. Talk to the Moblin to receive 50 Rupees, then leave. The next time you enter the house, the grateful poet will give you 100 Mysterious Shells.





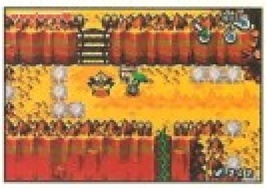
Business Scrubs

You'll find Business Scrubs in caves at the locations listed below. The first time you enter each cave, the scrub inside will spit a nut at you. Deflect the projectile with your shield to "convince" the entrepreneurial Deku to sell you its wares. (The scrub at the bottom of Mt. Crenel's Base has only information to offer.) To gain access to the Business Scrub in Minish Woods, fuse Kinstones with its counterpart in Castor Wilds.

LOCATION	ITEM	COST
TRILBY HIGHLANDS	BOTTLE	20
MT. CRENEL'S BASE (BOTTOM)	—	—
MR. CRENEL'S BASE (TOP)	10 BOMBS	30
CASTOR WILDS	30 ARROWS	30
MINISH WOODS	KINSTONE	200

Golden Monsters

Golden Monsters will appear at various locations throughout Hyrule as a result of certain Kinstone fusions. They're much more aggressive than their regularly colored counterparts, and they can withstand a lot more damage. They'll usually cough up a big Rupee if you can defeat them, though.







Fairy Fountains

Throughout Hyrule, you'll find a number of Fairy Fountains where you can replenish your health and capture fairies in your empty bottles. There are also three Great Fairies who will upgrade your items if you answer their questions truthfully. Every Fairy Fountain and Great Fairy Fountain is marked on the pull-out map near the front of the guide.

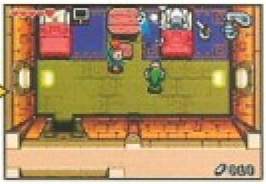




Light Arrows

If you fuse Kinstones with Stranger (he's the occupant of the yellow house on the west side of Hyrule Town), a portal will appear near Link's house in South Hyrule Field. The portal leads to the Tower of Winds. You must complete a side quest there before you travel to the Cloud Tops, or you won't be able to acquire the Light Arrows.



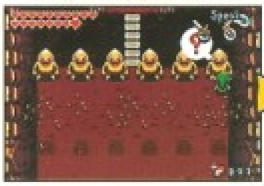




Step through the portal and head to the bedroom on the second floor. You'll see a ghost tormenting the old man in bed. Exorcise the apparition with your Gust Jar. When you return to the Tower of Winds later in the game (see page 70), check in with the geezer to see how he's doing. He'll repay your earlier kindness with the Light Arrows.

Mirror Shield

Summon all of the Gorons to the cave in Lon Lon Ranch (see page 99), then return there after you've transformed your blade into the Four Sword. If you fuse Kinstones with the Goron on the far right, an enormous Goron will appear at the top of Veil Falls. When you talk to the big guy, he'll tell you to come back and visit him again should you ever accomplish some major feat. Unfortunately, that "major feat" is beating the game twice, but if you do as he says, he'll give you the Mirror Shield.





Wallet Upgrades

You can buy the first wallet upgrade, which enables you to carry 200 Rupees, from the item shop in Hyrule Town for 80 Rupees. The Great Fairy in Minish Woods will expand your wallet so you can carry 500 Rupees at a time (see page 38). To increase the ol' pocketbook to maximum capacity—999 Rupees—fuse Kinstones with Mayor Hagen in Hyrule Town (see page 101), then climb down the revealed stairs in Lon Lon Ranch.

Bomb Bags

Throw a bomb into the Great Fairy Fountain at Mount Crenel (see page 30) and answer "Neither" to receive a Bomb Bag that will enable you to travel with 30 bombs at once. To increase your bomb-carrying capacity even further, fuse Kinstones with Belari (see page 102) after you complete the Temple of Droplets. (He's the Minish in the mushroom house just outside the Minish Village.) A treasure chest will appear before the entrance to the Fortress of Winds. The Bomb Bag inside the chest can hold 99 bombs.

Remote Bombs

Fuse Kinstones with Elder Gentari in the Minish Village (see page 102). Belari, the Minish in the mushroom house just outside the village, will get an idea for a new type of explosive. If you talk to him, he'll swap your normal bombs for Remote Bombs. Press the button to place the new-fangled invention, then press the button again to detonate it. You can visit Belari again to switch back to normal bombs whenever you wish.

Boomerang and Magic Boomerang

After you purchase the first wallet upgrade, the item-shop owner will put a boomerang on sale for 300 Rupees. You can also acquire a Magic Boomerang capable of changing direction in midflight. Fuse Kinstones with all four of the Tingle siblings (refer to the Kinstone Guide beginning on page 98), then climb down the ladder that appears in the middle of North Hyrule Field.

Quiver Upgrades

As with the wallet, there are three quiver upgrades. They allow you to carry 50, 70 and 99 arrows respectively. You can purchase one from the item shop for 600 Rupees. The Great Fairy in the Royal Valley will give you another one if you answer all of her questions truthfully. The final upgrade is at the top of a beanstalk that grows if you fuse Kinstones with the Minish at the Wind Ruins (see page 102).



Pieces of Heart

OUR YOUNG HERO WON'T MAKE IT VERY FAR IF YOU DON'T EXPAND HIS HEART METER. THIS SECTION WILL HELP YOU FIND EVERY PIECE OF HEART IN THE GAME.





Mathematics of the Heart

You can build your meter to a total of 20 hearts. You start the game with three, and you'll win five full Heart Containers by defeating bosses. You can get another full Heart Container via a Kinstone fusion with a Forest Minish (see page 97). The remaining 11 hearts are each made up of four Pieces of Heart. You'll find them through various means, as described on the following pages.



#1 MINISH WOODS

The first Piece of Heart is in front of the entrance to Deepwood Shrine. Retrieve it before you rescue Ezlo, who teaches you to shrink yourself—the human-sized Piece of Heart is too big to pick up when you're tiny.

#2 MINISH VILLAGE

You'll find a Piece of Heart at the end of the dock in the northeast corner of the Minish Village.

#3 DEEPWOOD SHRINE

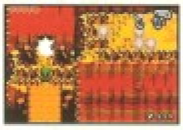
GUST JAR REQUIRED
After you defeat the Madderpillar and procure the Gust Jar, vacuum the web that blocks the south door. There's a Piece of Heart on the other side.

#4 DEEPWOOD SHRINE



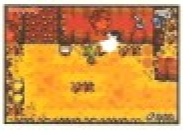
GUST JAR REQUIRED
Employ the Gust Jar to suck up all the yellow patches in the north-central room of level B1. Step on one of the revealed floor switches to open a blue portal at the beginning of the dungeon. Enter the portal to reach a Piece of Heart.

#5 MOUNT CRENEL



BOMB REQUIRED
Place a bomb between the trees at the southwest corner of the mountain. You'll find a Piece of Heart inside the cave.

#6 MOUNT CRENEL



BOMB REQUIRED
Blast a hole between the jagged rocks to the right of the Crenel Wall. The Piece of Heart is in the middle of a Fairy Fountain.

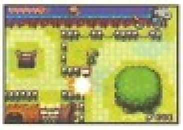
#7 CAVE OF FLAMES

BOMB REQUIRED
When you reach the room with the overturned mine cart in it, follow the tracks east across the lava and set a bomb next to the cracked section of the south wall. A Piece of Heart lies on the other side.

#8 VEIL FALLS

CANE OF PACCI REQUIRED
Energize the hole in the northwest corner of Lon Lon Ranch with the Cane of Pacci. Leap onto the ledge and take the few short steps to Veil Falls. Climb down the ladder to your right, then head east along the shore to obtain a Piece of Heart.

#9 NORTH HYRULE FIELD



BOMB REQUIRED
Bomb the rock next to the Royal Valley sign on the west side of North Hyrule Field, then climb down the ladder. There's a Piece of Heart at the bottom of the stairs inside the cave.

#10 HYRULE TOWN

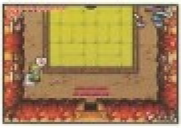


CANE OF PACCI REQUIRED
There's a Piece of Heart in a Minish-sized secret entrance at the back of the inn. To reach it, you must first use the Cane of Pacci to flip over the large vase in the house directly east of the item shop. Stand on the vase to get small, then head through the tiny opening and climb the miniature vine in front of the inn.

#11 MINISH WOODS

CANE OF PACCI REQUIRED
On your way to Syrup's hut to get the Wake-Up Mushroom (see page 41), head southwest to pick up a Piece of Heart.

#12 MOUNT CRENEL



WHITE SWORD REQUIRED
After you infuse the White Sword with the powers of the Earth and Fire Elements, you can open Grayblade's dojo, where you'll find a Piece of Heart. Inside the cave, summon your clones on opposite ends of the floor panels and step on both switches simultaneously.

#13 HYRULE CASTLE GARDEN



Once the guards leave the east side of the garden, you can cut down the grass in the southeast corner to reveal a ladder. You'll find a Piece of Heart to your left in the dark room below. (You won't be able to illuminate the room and train with Grimblade until you procure the Flame Lantern.)

#14 LON LON RANCH

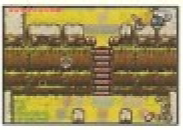


PEGASUS BOOTS & DASH ATTACK REQUIRED
Learn the dash attack from Swiftblade after you acquire the Pegasus Boots, then use the technique on the tree north of Talon's house. Stand on the revealed portal to shrink yourself, then enter the miniature path to the east. A Piece of Heart awaits you at the end.

#15 CASTOR WILDS

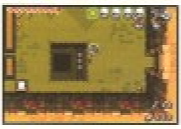
PEGASUS BOOTS REQUIRED
Push the shrine in the southwest corner of Castor Wilds. You can't train with the swordmaster in the dojo below until you've collected seven Tiger Scrolls, but you can take the Piece of Heart.

#16 WIND RUINS



PEGASUS BOOTS REQUIRED
Shrink yourself in the area with the two snakes, then head west and climb down the Minish-sized vines. When you come to a set of three vines, descend the one in the middle and enter the small tunnel next to it. Inside the winding cavern you'll find a Piece of Heart.

#17 FORTRESS OF WINDS

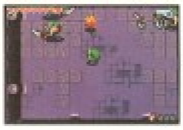


PEGASUS BOOTS REQUIRED
There's a Piece of Heart in the first floor's easternmost room. To reach it, you have to enter through the small opening in the adjacent chamber. See tips 14 and 15 on page 47 for more information.

#18 MOUNT CRENEL

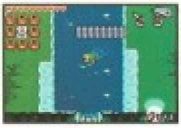
MOLE MITTS REQUIRED
Climb the Crenel Wall and use your Mole Mitts to dig through the cavern to the left of the hermit's cave. The Piece of Heart inside is guarded by a Moldorm.

#19 HYRULE TOWN



When you return from the Fortress of Winds, Simon's Simulations will be open for business. To win a Piece of Heart, pay the 10-Rupee fee and vanquish all of the virtual monsters.

#20 HYRULE TOWN



FLIPPERS REQUIRED
Enter the tiny opening on top of the fountain (see page 54 for instructions on how to get there) and swim across the stream for a Piece of Heart.

#21 VEIL FALLS

FLIPPERS REQUIRED
There's a Piece of Heart in plain view to the right of the gray bridge. You can swim to it if you arrive at the falls from North Hyrule Field.

#22 LAKE HYLIA



FLIPPERS REQUIRED
Stand in the pool of water next to the house at the north end of Lake Hylia and press the B Button to dive for a Piece of Heart.

#23 LAKE HYLIA

FLIPPERS REQUIRED
There's a Piece of Heart on a small patch of land near Mayor Hagen's cabin. Practice your doggie paddle to reach it.

#24 LAKE HYLIA

FLIPPERS REQUIRED
Swim to Waveblade's dojo (it's the tree with the hole in it) from Mayor Hagen's cabin. Not only will you find a Piece of Heart down there, but the swordmaster will teach you the Peril Beam skill.

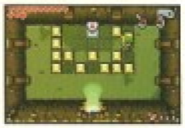
#25 MINISH WOODS



FLIPPERS REQUIRED
In the western part of Minish Woods, enter the tiny cave on the left and follow the icy paths to a Piece of Heart.

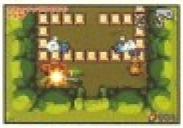
#26 CASTOR WILDS





FLIPPERS REQUIRED
Swim to the cave in the northeast corner of Castor Wilds. To get your hands on the Piece of Heart inside, move the blocks out of your way.

#27 CASTOR WILDS



FLIPPERS REQUIRED
A random Kinstone fusion will make a lily pad appear south of the Minish portal in the northwest corner of the swamp. Get small and ride the lily pad across the muck, then head all the way to the tiny cave in the southeast corner. You must fight past foes and push blocks from your path to reach the Piece of Heart.

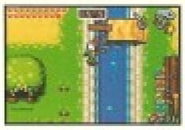
#28 SOUTH HYRULE FIELD



FLIPPERS REQUIRED
Dash into the lone tree in the southwest corner of South Hyrule Field and use the revealed portal to shrink yourself. If you jump in the water and swim upstream, you'll come to a tiny cave that contains a Piece of Heart.

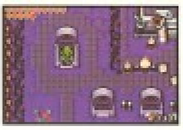
#29 HYRULE TOWN

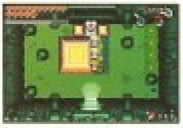




Complete the Cucco minigame for a Piece of Heart. Unless you have superhuman skills, you'll need the flippers and Pegasus Boots to succeed (see page 91).

#30 ROYAL VALLEY





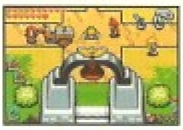
FLAME LANTERN REQUIRED
Push the top-left tombstone, then head down the stairs and move the large block to reach the Piece of Heart.

#31 PALACE OF WINDS



ROC'S CAPE REQUIRED
When you reach the large U-shaped room on the fourth floor, push the blocks on the left over the edge, then jump across the gap. If you head north, you'll come to a Piece of Heart at the end of the catwalk.

#32 HYRULE TOWN



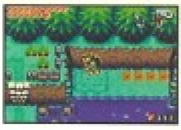
ROC'S CAPE REQUIRED
Equip the Roc's Cape and jump into the big bell at the north end of the town square. As the bell rings, a Piece of Heart will fall to the ground.

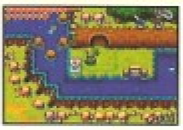
#33 LAKE HYLIA



ROC'S CAPE REQUIRED
Climb down to the shore below the north cabin and hop across the islands to a Piece of Heart.

#34 LON LON RANCH

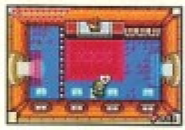




ROC'S CAPE REQUIRED
To reach the Piece of Heart in the northeast corner of Lon Lon Ranch, hop across the islands in Lake Hylia and dig through the north cave.

#35 HYRULE TOWN

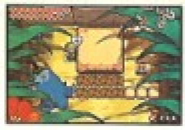




Once you've collected all 130 figurines, talk to the man outside the café. He'll let you into his house, where you'll find a Piece of Heart.

#36 HYRULE TOWN





FOUR SWORD REQUIRED
Shrink yourself inside the school, then enter the tiny path in the playground and move the large block at the end to acquire a Piece of Heart.

Kinstone Fusions

You can obtain the following Pieces of Heart (and Heart Container) by fusing Kinstones. The corresponding numbers on the map on page 94 denote the locations of the Pieces of Heart. For the whereabouts of the people with whom you must fuse the Kinstones, refer to the descriptions below. For more information on Kinstone fusion, turn to page 98.



#37 SOUTH HYRULE FIELD

HURDY-GURDY MAN
When you fuse Kinstones for the first time with the Hurdy-Gurdy Man, the bramble on the tree near Link's house will disappear. Enter the tree to pick up a Piece of Heart.

#38 EASTERN HILLS

FOREST MINISH
Shrink yourself on the tree stump in the southwest corner of the hills, then enter the mushroom and fuse Kinstones with the Minish inside. A beanstalk will sprout to the north, and at the top you'll find a Piece of Heart.

#39 WESTERN WOOD

FOREST MINISH
The tree next to the Castor Wilds sign in the Western Wood contains a Piece of Heart. To clear away the bramble, warp to the Wind Crest in Lake Hylia, turn miniature and fuse Kinstones with the Forest Minish inside the mushroom.

#40 MOUNT CRENEL

MELARI
If you fuse Kinstones with Melari after you complete the Fortress of Winds, a beanstalk will grow on the western peak of Mount Crenel. Climb it to retrieve a Piece of Heart.

#41 LAKE HYLIA

FOREST MINISH
Use the tree stump behind mayor Hagen's cabin to get small, then swim straight north and climb the miniature vine to your right. Fuse Kinstones with the Forest Minish at the bottom of the hole to make another beanstalk grow. To reach the beanstalk (and the Piece of Heart at the top), return to normal size and dig through the cave at the north end of the lake.

#42 VEIL FALLS

GALE
You can fuse Kinstones with Gale either when she's stranded on the Cloud Tops or upon her return to the Tower of Winds. Doing so will reveal a secret cave behind Veil Falls that houses a Piece of Heart.

#43 VEIL FALLS

FOREST MINISH
After you've infused your blade with all four elements, swim to the house on the water in the Minish Village. The second Kinstone fusion with the house's occupant (you have to leave and come back) will create a patch of land in front of a cave in Veil Falls. Use your Mole Mitts to dig inside the cave and acquire a Piece of Heart.

#44 HYRULE CASTLE GARDEN

RANDOM
There's a Piece of Heart beneath the east fountain in the Hyrule Castle Garden. The fountain will drain as a result of a random red Kinstone fusion.

HC LAKE HYLIA

FOREST MINISH
The third time you fuse Kinstones with the Forest Minish mentioned in the previous tip, a tiny hole will appear next to the Wind Crest in Lake Hylia. Drop through the hole and make your way through the cavern. You'll emerge next to a mushroom. If you talk to the Minish inside, he'll give you a full Heart Container!

KINSTONE GUIDE

CELEBRATE THE MINISH'S GENEROSITY BY FUSING THE KINSTONES THEY CREATED AND BY REAPING THE REWARDS.



ALL THE WORLD'S A STAGE

Look for people (and sometimes things) who want to fuse Kinstones—some will do so only after you have completed a certain task or found a particular item. Each Kinstone listing includes the number for the earliest stage during which you can fuse with that person or object.

STAGE 1 — DEEPWOOD SHRINE TO HAUNTED BY VAATI — PAGES: 26-40

You will first learn about how to fuse Kinstones with the Hurdy-Gurdy Man in Hyrule Town, after you have completed the Deepwood Shrine. Stage 1 continues until you are on your way to Castor Wilds and you see a cut scene in which Vaati visits Hyrule Castle.

STAGE 2 — HAUNTED BY VAATI TO END OF FORTRESS OF WINDS — PAGES: 40-48

After the cut scene between Vaati and King Daltus, you will head toward the Fortress of Winds to claim the Ocarina of Wind. Stage 2 ends once you have defeated Mazaal.

STAGE 3 — END OF FORTRESS OF WINDS TO END OF TEMPLE OF DROPLETS — PAGES: 50-62

Stage 3 begins as you leave the Fortress of Winds. The Ocarina of Wind will help you collect many of the Kinstone rewards, and is necessary to reach the Temple of Droplets.

STAGE 4 — END OF TEMPLE OF DROPLETS TO END OF ROYAL VALLEY — PAGES: 64-66

Once you have completed the Temple of Droplets, you will make your way toward the Royal Valley. The ghost of the late King Gustaf will give you a gold Kinstone, ending stage 4.

STAGE 5 — END OF ROYAL VALLEY TO END OF PALACE OF WINDS — PAGES: 67-77

After you claim the Kinstone from King Gustaf's spirit, you will make your way through the stone door at Veil Falls, then begin the long trek into the sky and to the Palace of Winds. You will finish Stage 5 after you claim the Wind Element.

STAGE 6 — END OF PALACE OF WINDS TO GAINING THE FOUR SWORD — PAGES: 78

When you've snagged the last element in the Palace of Winds, you can head directly to the Elemental Sanctuary. However, many people will leave town once you have the Four Sword, so fuse with as many people as possible before you obtain the weapon.

STAGE 7 — STAINED GLASS IN ELEMENTAL SANCTUARY TO END OF GAME — PAGES: 80-88

You will have to exit Dark Hyrule Castle (see page 80) to resume fusing Kinstones. Most of the townsfolk have left Hyrule Town; head into the wilderness to meet up with outsiders and to pick up treasures left by previous fusions.

GETTING & MATCHING KINSTONES

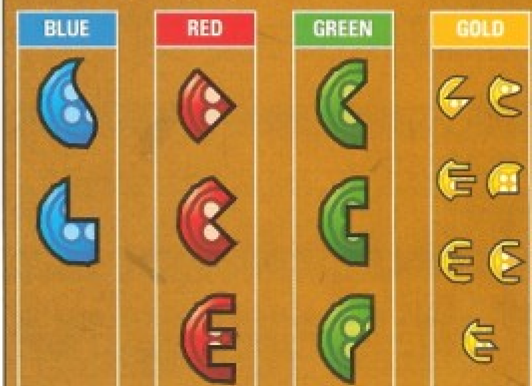


Virtually everyone you meet during the quest will want to fuse Kinstones with you at some point. You'll know someone's ready when a thought bubble appears over his head. The bubble will indicate what kind of reward you can expect. To find out how many fusions remain, talk to any of the Tingle siblings.

KINSTONE TYPES



There are four types of Kinstones to find and fuse. Red and Blue Kinstone fusions will produce the same result every time, but Green Kinstone Fusions are mostly random. Gold Kinstone fusions are reserved for specific, story-based events.



Blue Kinstones

HURDY-GURDY MAN

LOCATION: HYRULE TOWN **WHEN:** STAGE 1
REWARD: PIECE OF HEART
KINSTONE





The Hurdy Gurdy man will give you the Kinstone Bag when you return to Hyrule Town. You must fuse with him before he lets you leave. East of your house, vines covering a tree will retract—enter the tree to obtain a Piece of Heart.

GORON

LOCATION: LON LON RANCH **WHEN:** STAGE 2
REWARD: KINSTONE MERCHANT IN HYRULE TOWN
KINSTONE





Sail via the wind gusts over to where the Goron is pounding on a wall. When you fuse Kinstones with him, a different Goron will set up a Kinstone stand in town. You can purchase Kinstones based on color, but the shape you get is random.

EENIE

LOCATION: LON LON RANCH **WHEN:** STAGE 2
REWARD: GORON APPEARS IN CAVE
KINSTONE

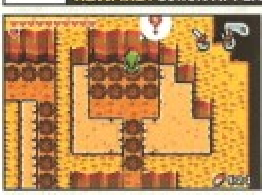




Fuse Kinstones with Eenie to give the Goron near Lon Lon Ranch a shot of energy so that he can break through the cave wall. If you have already fused with a Mysterious Wall, Eenie's fusion will cause another Goron to appear in the cave.

MYSTERIOUS WALL

LOCATION: MOUNT CRENEL **WHEN:** STAGE 3
REWARD: GORON APPEARS IN CAVE
KINSTONE

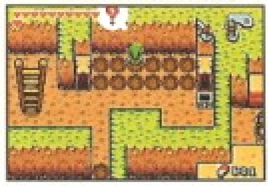




Dig into the wall using the Mole Mitts to find a cave next to the Crenel Hermit. Clear away the dirt in the upper-right corner to find an odd circular relief in the wall. Fuse Kinstones with the wall to make a Goron appear in the cave in Lon Lon Ranch.

MYSTERIOUS WALL

LOCATION: TRILBY HIGHLANDS **WHEN:** STAGE 3
REWARD: GORON APPEARS IN CAVE
KINSTONE

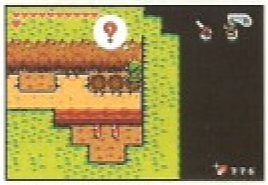




Cross the bridge in the northwest corner of Trilby Highlands to reach a small cave. Head toward the ladder, but don't climb it. Fuse Kinstones with the relief on the north wall near the ladder to make another Goron show up in the Goron cave.

MYSTERIOUS WALL

LOCATION: EASTERN HILLS **WHEN:** STAGE 3
REWARD: GORON APPEARS IN CAVE
KINSTONE



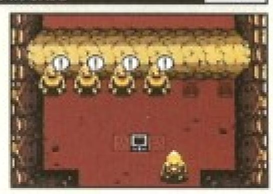


The cave next to Eenie and Meenie's garden is rather featureless except for a few monsters and a Mysterious Wall in the back corner. Fuse with it to make another Goron join the rest near Lon Lon Ranch.

MYSTERIOUS WALL

LOCATION: LAKE HYLIA **WHEN:** STAGE 3
REWARD: GORON APPEARS IN CAVE
KINSTONE

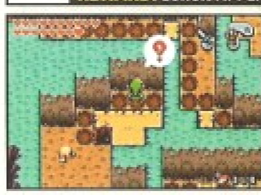


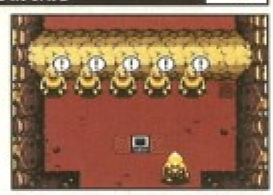


The cave that connects Lake Hylia to Minish Woods below Syrup's hut also contains a Mysterious Wall in the northwest corner. After you fuse Kinstones with it, a new Goron will arrive to aid in the wall-crushing effort near Lon Lon Ranch.

MYSTERIOUS WALL

LOCATION: LAKE HYLIA **WHEN:** STAGE 6
REWARD: GORON APPEARS IN CAVE
KINSTONE





Once you have the Roc's Cape, head to Lake Hylia and dig through the cave at the north end of the lake. Wind your way west through the cave and fuse Kinstones with the Mysterious Wall to make another Goron appear with the others.



POSTMAN

KINSTONE

LOCATION: HYRULE TOWN **WHEN:** STAGE 2

REWARD: MARCY APPEARS IN POST OFFICE




When you catch up to the postman and fuse Kinstones with him, Marcy will appear in the post office. She will sell you the *Swordsman Newsletter* periodically (see page 91 for more information).



FOREST MINISH

KINSTONE

LOCATION: WESTERN WOODS **WHEN:** STAGE 3

REWARD: RED KINSTONE, 16 RED RUPEES






BUSINESS SCRUB

KINSTONE

LOCATION: CASTOR WILDS **WHEN:** STAGE 2

REWARD: BUSINESS SCRUB IN MINISH WOODS




Fuse with the Business Scrub who sells you arrows in Castor Wilds to remove the thorns covering a tree in Minish Woods. The Scrub inside the tree sells Kinstones for a steep price.



FOREST MINISH

KINSTONE

LOCATION: LAKE HYLIA **WHEN:** STAGE 3

REWARD: PIECE OF HEART, 200 RUPEES, 200 SHELLS



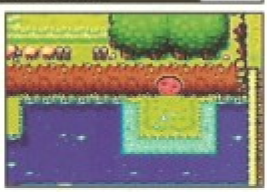



CANDY

KINSTONE

LOCATION: HYRULE TOWN **WHEN:** STAGE 3

REWARD: RED KINSTONE, FAIRY FOUNTAIN

Candy will probably be outside the Treasure Game Shop or inside the inn. When you fuse with the girl, a small shoal will rise in Trilby Highlands. Once you have the flippers, swim across the river to enter the cave past the shoal.



SPOOKTER

KINSTONE

LOCATION: ROYAL VALLEY **WHEN:** STAGE 4

REWARD: TREASURE MINIGAME—HARD LEVEL




The first time you fuse Kinstones with Spookter, the man in the Treasure Game Shop will create a harder mode for his gambling game.



FOREST MINISH

KINSTONE

LOCATION: EASTERN HILLS **WHEN:** STAGE 3

REWARD: PIECE OF HEART, 200 RUPEES, 200 SHELLS






DAMPE

KINSTONE

LOCATION: ROYAL VALLEY **WHEN:** STAGE 5

REWARD: ACCESS TO GINA IN CEMETERY, 100 SHELLS




Dampé will open a tomb in the cemetery when you fuse Kinstones with him. Gina waits inside the crypt, as do 100 Mysterious Shells.

SPOOKTER

LOCATION: ROYAL VALLEY **WHEN:** STAGE 5

REWARD: SMALL ENTRY TO ANJU'S HOUSE OPENS

KINSTONE





If you fuse Kinstones with Spookter a second time, she will convince her bratty brother to leave Anju's house. Once he's gone, you can shrink and enter the house, but watch out for the Cucco chicks who might mistake you for breakfast.

RANDOM

REWARD: FAIRY FOUNTAIN

REWARD LOCATION: NORTH HYRULE FIELD **WHEN:** STAGE 1

KINSTONE

One blue Kinstone fusion is random. It will allow you to enter a Fairy Fountain through a tree in North Hyrule Field. The central location of the fountain makes it an ideal spot to gather fairies in bottles.

Red Kinstones

STRANGER

LOCATION: HYRULE TOWN **WHEN:** STAGE 1

REWARD: WARP TO PALACE OF WINDS

KINSTONE





Fuse with the odd man in the house near the post office. He will create a portal that allows you to teleport to the Tower of Winds. See page 93 for more information on what you can do there.

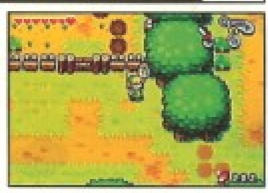
SMITH

LOCATION: SOUTH HYRULE FIELD **WHEN:** STAGE 2

REWARD: EMPTY BOTTLE

KINSTONE





Fuse with Smith in your house to make a treasure chest appear in the Eastern Hills near Eenie and Meenie's house. The chest contains an empty bottle.

HAGEN

LOCATION: HYRULE TOWN **WHEN:** STAGE 1

REWARD: WALLET UPGRADE

KINSTONE





When you and the good Mayor Hagen fuse Kinstones, the small pond in Lon Lon Ranch's cow pasture will drain. Enter the cave and open the treasure chest to find a larger wallet.

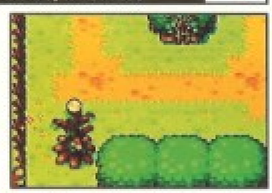
PERCY

LOCATION: TRILBY HIGHLANDS **WHEN:** STAGE 2

REWARD: PERCY'S EVENT BEGINS, 100 SHELLS

KINSTONE





Visit Percy in his temporary housing, and fuse Kinstones with him to begin a side story involving the poet's burning desire to return home.

MELARI

LOCATION: MT. CRENEL MINES **WHEN:** STAGE 2

REWARD: PIECE OF HEART, 8 RED RUPEES

KINSTONE





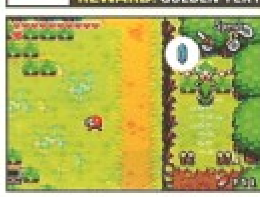
After fusing Kinstones with Melari, leave the mine to the west, return to normal size and drop to the level below. Traverse the mountain to the west, then climb up the rock wall to find Melari's beanstalk, now fully grown.

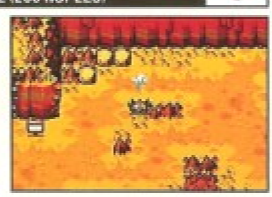
TINGLE

LOCATION: SOUTH HYRULE FIELD **WHEN:** STAGE 3

REWARD: GOLDEN TEKTITE (200 RUPEES)

KINSTONE





After fusing Kinstones with Tingle and his brothers (see page 104), return to Tingle to fuse with him again. This time, a Golden Tektite will appear in Mount Crenel. The fast-moving creature is very difficult to take down, so avoid it if possible.

FOREST MINISH
KINSTONE
LOCATION: LAKE HYLIA **WHEN:** STAGE 3
REWARD: ACCESS TO PIECE OF HEART



Use the Ocarina of Wind to warp to the Lake Hylia Wind Crest, then shrink and enter the adjacent mushroom. When you fuse Kinstones with the Minish inside, a tree will open up in Western Wood, north of Percy's house.

BREMOR
KINSTONE
LOCATION: HYRULE TOWN **WHEN:** STAGE 3
REWARD: HOUSE AVAILABLE FROM GORMAN



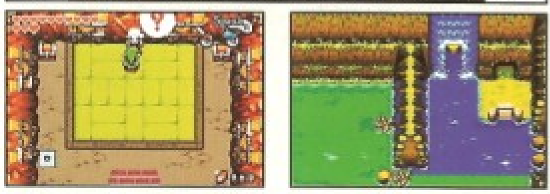
After you fuse Kinstones with Bremor, the man in the waterwheel house will assist Gorman in building another house. After it's constructed, return to the inn and inform one of the remaining ladies that a new property has become available.

FOREST MINISH
KINSTONE
LOCATION: SOUTH HYRULE FIELD **WHEN:** STAGE 3
REWARD: RED POTION AVAILABLE FROM SYRUP



Cross the bridge in the southwest part of South Hyrule Field and knock the leaves off the tree to reveal a Minish portal. Shrink and go inside the mushroom nearby. When you fuse with the Minish inside, Syrup will develop a more powerful potion.

GRAYBLADE
KINSTONE
LOCATION: MOUNT CRENEL **WHEN:** STAGE 3
REWARD: OPENS SCARBLADE (FASTER SPIN ATTACK)



When you fuse with Grayblade, he will open the way to another swordmaster. Head to the northeast corner of Castor Wilds and into the newly parted waterfall to find Scarblade, who will teach you to power up your spin attack more quickly.

FOREST MINISH
KINSTONE
LOCATION: WIND RUINS **WHEN:** STAGE 3
REWARD: QUIVER UPGRADE



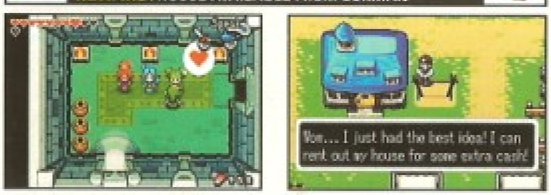
The Minish's cave is close to the entrance of the Wind Ruins. After fusing with him, head deeper into the ruins to find a grown beanstalk. Climb up the stalk to find an arrow quiver upgrade among the clouds.

BELARI
KINSTONE
LOCATION: MINISH WOODS **WHEN:** STAGE 4
REWARD: BOMB BAG UPGRADE



When you fuse Kinstones with Belari, a treasure chest will appear outside the Fortress of Winds. Open the chest to claim a Bomb Bag upgrade.

FARORE
KINSTONE
LOCATION: HYRULE TOWN **WHEN:** STAGE 3
REWARD: HOUSE AVAILABLE FROM GORMAN



When you first fuse Kinstones with Farore inside the inn, Gorman will appear in town with the remarkable idea to rent out some of the empty houses. Speak to him, then return to the women in the inn to inform one of them of the vacancy.

GENTARI
KINSTONE
LOCATION: MINISH VILLAGE **WHEN:** STAGE 4
REWARD: REMOTE BOMBS AVAILABLE FROM BELARI



Fuse with the elder Gentari in the Minish Village to inspire Belari to create remote-detonated bombs. Speak with Belari afterward to get the new invention.

FARORE

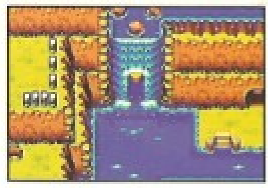
LOCATION: HYRULE TOWN **WHEN:** STAGE 5 KINSTONE
REWARD: JOY BUTTERFLY (DIG FASTER)




When you fuse Kinstones with Farore, a butterfly will appear above a flower patch in the middle of Castor Wilds. When you grab the butterfly, you will be able to dig faster with your Mole Mitts. The effect is permanent.

WAVEBLADE

LOCATION: LAKE HYLIA **WHEN:** STAGE 5 KINSTONE
REWARD: GREATBLADE (LONGER SPIN ATTACK)

Fuse Kinstones with Waveblade to open the door to another swordmaster, Greatblade. The lower waterfall in Veil Falls will part, allowing access to Greatblade's chamber. Train to increase the duration of your spin attack.

NAYRU

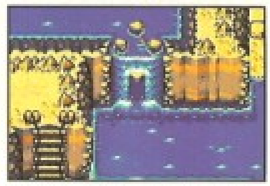
LOCATION: HYRULE TOWN **WHEN:** STAGE 5 KINSTONE
REWARD: JOY BUTTERFLY (SWIM FASTER)




Fuse with Nayru to make a butterfly appear in Royal Valley. After you catch the butterfly, you will be able to swim faster.

GRIMBLADE

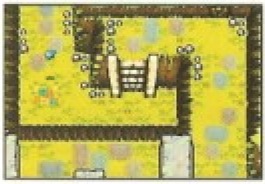
LOCATION: HYRULE CASTLE GARDEN **WHEN:** STAGE 5 KINSTONE
REWARD: SPLITBLADE (FILLS SPLIT GAUGE FASTER)

Fusing Kinstones with Grimblade will part the lower waterfall in Veil Falls. Head north from Lon Lon Ranch to reach the lower part of the Veil Falls region, then swim into the cascade to find Splitblade's dojo.

DIN

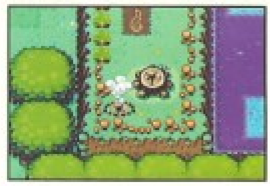
LOCATION: HYRULE TOWN **WHEN:** STAGE 5 KINSTONE
REWARD: JOY BUTTERFLY (SHOOT ARROWS FASTER)

When you fuse Kinstones with Din, a butterfly will show up just inside of the entrance to the Wind Ruins. Once you snag the insect, you will be able to fire arrows at a much faster rate.

FOREST MINISH

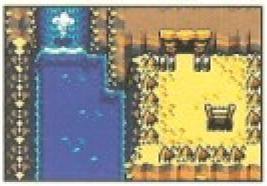
LOCATION: MINISH VILLAGE **WHEN:** STAGE 7 KINSTONE
REWARD: HEART CONTAINER

Fuse Kinstones with the Minish in the upper-right corner of Minish Village to create a hole near the Lake Hylia Wind Crest. Enter the hole, then cross the obstacle-filled passage to reach Librari, who will reward your efforts with a Heart Container.

GALE

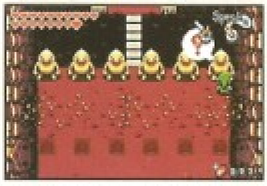
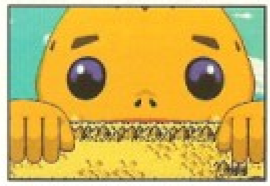
LOCATION: CLOUD TOPS **WHEN:** STAGE 5 KINSTONE
REWARD: PIECE OF HEART

If you fuse Kinstones with Gale, the northernmost waterfall in Veil Falls will open, revealing a cave containing a Piece of Heart.

GORON

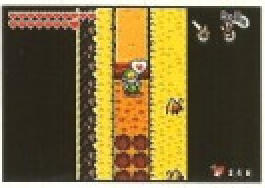
LOCATION: VEIL FALLS **WHEN:** STAGE 7 KINSTONE
REWARD: MIRROR SHIELD

Late in the game, after you have reunited all of the Gorons in the cave, fuse with the rightmost Goron to wake the big Goron from his nap. See page 93 for more details regarding the big Goron.



FOREST MINISH
LOCATION: MINISH VILLAGE **WHEN:** STAGE 7
REWARD: PIECE OF HEART, 50 SHELLS
KINSTONE

When you fuse Kinstones with the Minish hidden deep in the upper-right corner of the Minish Village, a small shore will rise in Veil Falls. Swim through to the shore and Use the Mole Mitts in the cave to find a Piece of Heart.

RANDOM
REWARD: PIECE OF HEART, 50 MYSTERIOUS SHELLS
REWARD LOCATION: HYRULE CASTLE GARDEN **WHEN:** STAGE 1
KINSTONE

There is one random red Kinstone fusion in the game. When completed, the right-side fountain near the entrance to Hyrule Castle will drain and steps will appear. Descend into a small chamber to pick up a Piece of Heart.



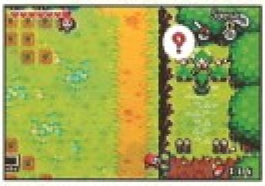
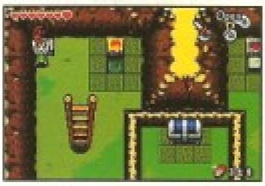
Green Kinstones

A Random Approach

Green Kinstones are a little different from their red and blue counterparts. With few exceptions, green Kinstones are random—anyone in Hyrule, including pets and livestock, may want to fuse Kinstones at any point, and the treasure you receive could be anything. Listed are all of the people and creatures you have the potential to fuse with; seek each of them all out at their locations to find every fusion.



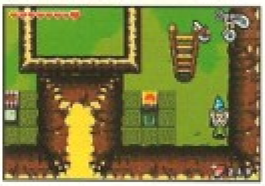
TINGLE
LOCATION: SOUTH HYRULE FIELD **WHEN:** STAGE 2
REWARD: RED KINSTONE, SWITCH
KINSTONE RANDOM

Search for Tingle and his three brothers to open underground passages in North Hyrule Field. Once you have found all the siblings and stepped on the switches in their cavern sections, a ladder will appear to take you to the big treasure chest that's visible from the cave. See page 93 for more details.



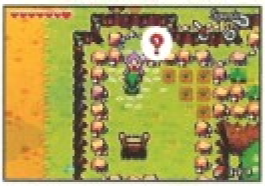
DAVID JR.
LOCATION: LAKE HYLIA **WHEN:** STAGE 2
REWARD: 200 MYSTERIOUS SHELLS, SWITCH
KINSTONE RANDOM

Head past the shopkeeper's house next to Lake Hylia, then toward the water's edge to find David Jr. Remember also to visit David Jr. (or one of his siblings) to keep track of how many fusions remain in the world.



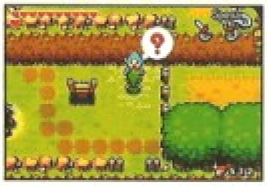
ANKLE
LOCATION: LON LON RANCH **WHEN:** STAGE 2
REWARD: RED KINSTONE, SWITCH
KINSTONE RANDOM




Head through Talon's house and across the cow pasture to an open cave. Split up and push the block, then climb the ladder to find Ankle.



KNUCKLE
LOCATION: TRILBY HIGHLANDS **WHEN:** STAGE 3
REWARD: RED KINSTONE, SWITCH
KINSTONE RANDOM




Cross the northwest bridge in Trilby Highlands, then dig into the cave. Climb up the ladder inside the cave to find Knuckle.

Name	Location	When	Kinstone
ZILL	HYRULE TOWN	STAGE 3	RANDOM
FOREST MINISH	MINISH VILLAGE	STAGE 3	RANDOM



You can fuse Kinstones twice with the young boy named Zill in Hyrule town, and once with a Minish in Minish Village. You can fuse with them in any order, but the lily pads will always appear in the same succession in Castor Wilds. The lily pads will give you access to various parts of Castor Wilds while you're small.

Name	Location	Kinstone
ANJU	HYRULE TOWN	RANDOM
ANKLE	LON LON RANCH	RANDOM
ANTON	HYRULE TOWN	RANDOM
BARIS	HYRULE TOWN	RANDOM
BEEDLE	HYRULE TOWN	RANDOM
BERRY	HYRULE TOWN	RANDOM
BIG GORON	VEIL SPRINGS (VEIL FALLS)	RANDOM
BINDLE	HYRULE TOWN	RANDOM
BORLOV	HYRULE TOWN	RANDOM
BREMOR	HYRULE TOWN	RANDOM
BRENT	HYRULE TOWN	RANDOM
BREVE	HYRULE TOWN	RANDOM
BROCCO	HYRULE TOWN	RANDOM
CANDY	MINISH VILLAGE	RANDOM
CAPRICE	TOWER OF WINDS	RANDOM
CARLOV	HYRULE TOWN	RANDOM
CRENEL HERMIT	MOUNT CRENEL	RANDOM
CUCCO	HYRULE TOWN	RANDOM
CUCCO CHICK	HYRULE TOWN	RANDOM
DAMPE	ROYAL VALLEY	RANDOM
DAVID JR.	LAKE HYLIA	RANDOM
DIN	HYRULE TOWN	RANDOM
DOTTIE	HYRULE TOWN	RANDOM
DOYLE	HYRULE TOWN	RANDOM
DR. LEFT	HYRULE TOWN	RANDOM
EENIE	EASTERN HILLS	RANDOM
ELSIE	LON LON RANCH	RANDOM
EMMA	HYRULE TOWN	RANDOM
EPONA	HYRULE TOWN	RANDOM
ERIK	HYRULE TOWN	RANDOM

FAROE
LOCATION: HYRULE TOWN

FESTARI
LOCATION: MINISH VILLAGE

FIFI
LOCATION: LAKE HYLIA

FLURRIS
LOCATION: TOWER OF WINDS

FOREST MINISH
LOCATION: THROUGHOUT HYRULE

Forest Minish make their home in Minish Village,but they have spread out to virtually every corner of the world. Look for small, mushroomlike houses and little cracks in the ground—they often contain Forest Minish. Once you have found one of their abodes, search around for a stump-shaped Minish portal. (Sometimes you will have to ram a nearby tree to reveal the portal.) Vines hanging from short ledges are also strong evidence that a Forest Minish's house is nearby.

GALE
LOCATION: TOWER OF WINDS

GENTARI
LOCATION: MINISH VILLAGE

GEPPER
LOCATION: HYRULE TOWN

GINA
LOCATION: ROYAL VALLEY

GORMAN
LOCATION: HYRULE TOWN

GORON DIGGER
LOCATION: LON LON RANCH

GORON MERCHANT
LOCATION: HYRULE TOWN

GRAYBLADE
LOCATION: MOUNT CRENEL

GREATBLADE
LOCATION: NORTH HYRULE FIELD

GRIMBLADE
LOCATION: HYRULE CASTLE GARDEN

GROWLER
LOCATION: HYRULE TOWN

GUSTAF
LOCATION: ROYAL VALLEY

HAILEY
LOCATION: TOWER OF WINDS

HARRISON
LOCATION: HYRULE TOWN

HERB
LOCATION: HYRULE TOWN

HURDY-GURDY MAN
LOCATION: HYRULE TOWN

JASMINE
LOCATION: HYRULE TOWN

JIM
LOCATION: HYRULE TOWN

JOEL
LOCATION: HYRULE TOWN

JULIETTA
LOCATION: HYRULE TOWN

JUNE
LOCATION: HYRULE TOWN

KEELEY
LOCATION: HYRULE TOWN

KING DALTUS
LOCATION: HYRULE CASTLE

KLAUS
LOCATION: HYRULE TOWN

KNUCKLE
LOCATION: TRILBY HIGHLANDS

LIBRARI
LOCATION: HYRULE TOWN

LILA
LOCATION: HYRULE TOWN

LOLLY
LOCATION: HYRULE TOWN

MACK
LOCATION: HYRULE TOWN

MAGGIE
LOCATION: HYRULE TOWN

MALON
LOCATION: HYRULE TOWN & LON LON RANCH

MAMA
LOCATION: HYRULE TOWN

MARCY
LOCATION: HYRULE TOWN

MARSHALL
LOCATION: HYRULE TOWN

MAYOR HAGEN
LOCATION: HYRULE TOWN

MEENIE
LOCATION: EASTERN HILLS
RANDOM

MELARI
LOCATION: MELARI'S MINES (MOUNT CRENEL)
RANDOM

MOKA
LOCATION: HYRULE TOWN
RANDOM

MOUNTAIN MINISH
LOCATION: MELARI'S MINES (MOUNT CRENEL)
RANDOM

Many Mountain Minish live in Melari's Mines in Mount Crenel. Unfortunately, they all look roughly the same. Be methodical when walking through the mine to make sure you talk to all of the inhabitants.

MUTOH
LOCATION: HYRULE TOWN
RANDOM

NAYRU
LOCATION: HYRULE TOWN
RANDOM

PAIGE
LOCATION: HYRULE TOWN
RANDOM

PERCY
LOCATION: TRILBY HIGHLANDS
RANDOM

PINA
LOCATION: HYRULE TOWN
RANDOM

PITA
LOCATION: HYRULE TOWN
RANDOM

POSTMAN
LOCATION: HYRULE TOWN
RANDOM

POTHO
LOCATION: HYRULE CASTLE
RANDOM

REM
LOCATION: HYRULE TOWN
RANDOM

ROLF
LOCATION: HYRULE TOWN
RANDOM

ROMIO
LOCATION: HYRULE TOWN
RANDOM

SATCHEL
LOCATION: HYRULE TOWN
RANDOM

SCARBLADE
LOCATION: CASTOR WILDS
RANDOM

SHEILA
LOCATION: HYRULE TOWN
RANDOM

SIROC
LOCATION: TOWER OF WINDS
RANDOM

SMITH
LOCATION: SOUTH HYRULE FIELD
RANDOM

SPEKTER
LOCATION: ROYAL VALLEY
RANDOM

SPLITBLADE
LOCATION: VEIL FALLS
RANDOM

SPOOKTER
LOCATION: HYRULE TOWN
RANDOM

STAMP
LOCATION: HYRULE TOWN
RANDOM

STOCKWELL
LOCATION: HYRULE TOWN
RANDOM

STRANGER
LOCATION: HYRULE TOWN
RANDOM

STRATA
LOCATION: TOWER OF WINDS
RANDOM

STURGEON
LOCATION: HYRULE TOWN
RANDOM

SWIFTBLADE
LOCATION: HYRULE TOWN
RANDOM

SWIFTBLADE I
LOCATION: CASTOR WILDS
RANDOM

SYRUP
LOCATION: MINISH WOODS
RANDOM

TALON
LOCATION: LON LON RANCH
RANDOM

TINA
LOCATION: HYRULE TOWN
RANDOM

TINGLE
LOCATION: SOUTH HYRULE FIELD
RANDOM

TOWN MINISH
LOCATION: HYRULE TOWN
RANDOM

Search high and low for all the Town Minish—they make their homes in the rafters and mouse holes in the houses throughout Hyrule Town. Some of the Town Minish are out in the open, as well, but they're visible only when you're small.

VERONA
LOCATION: HYRULE TOWN
RANDOM

WAVEBLADE
LOCATION: LAKE HYLIA
RANDOM

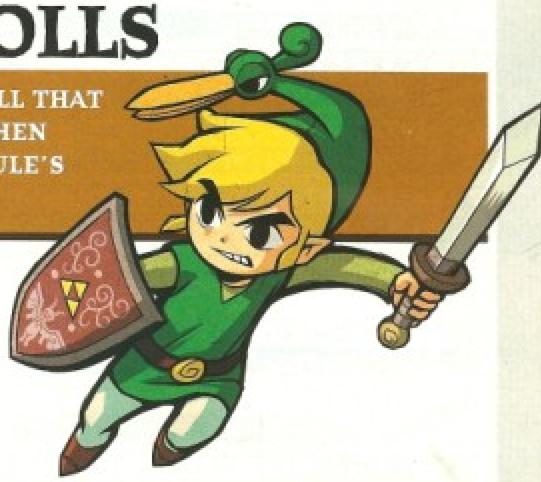
WHEATON
LOCATION: HYRULE TOWN
RANDOM

ZILL
LOCATION: HYRULE TOWN
RANDOM



Tiger Scrolls

YOU'LL RECEIVE A TIGER SCROLL THAT TEACHES YOU A NEW MOVE WHEN YOU TRAIN WITH ONE OF HYRULE'S GREAT SWORDMASTERS.



The Art of Battle

One hero versus an evil sorcerer and hundreds of dark minions? The only way to even those odds is to learn from the most skilled swordsmen in all of Hyrule. The following pages list all of the new techniques that you can add to your repertoire, and describe where and when you can train with each swordmaster.

1 Swiftblade: Spin Attack

Hyrule Town

The first time you visit Swiftblade's school, the swordmaster will teach you the spin attack. The technique takes a couple of seconds to charge, but it comes in very handy when multiple enemies are converging around you.





2 Swiftblade: Rock Breaker

Hyrule Town

Swiftblade's second technique enables you to smash vases and some rocks with your sword. He can teach it to you once you've acquired the White Sword. It's not the most exciting skill, but it makes searching for hearts, Rupees and Kinstones much easier.





3 Grayblade: Roll Attack

Mount Crenel

You can enter Grayblade's cave after you learn how to multiply yourself (see page 36). The mountain man will show you the roll attack. You can execute the technique at either the beginning or the end of a roll, but the former requires precise timing.





4 Swiftblade: Dash Attack

Hyrule Town

If you pay Swiftblade a visit after you acquire the Pegasus Boots (see page 41), he'll instruct you on the dash attack. To use the skill, you must have both your sword and the Pegasus Boots equipped. Slam into sparkling trees with it to reveal Minish portals.





5 Waveblade: Peril Beam

Lake Hylia

Waveblade lives inside a tree at Lake Hylia. To reach him, you must swim to the tree from Mayor Hagen's cabin (see page 55). The swordmaster will teach you the Peril Beam, which adds a long-range blast to your sword attacks when you're down to one heart or less.





6 Grimblade: Sword Beam

Hyrule Castle Garden

Grimblade's Sword Beam technique is identical to the Peril Beam, but it takes effect when your heart meter is full. The swordmaster's dojo is beneath the Hyrule Castle Garden. Once the guards leave, cut the grass in the southeast corner to uncover the dojo's entrance.





7 Swiftblade: Down Thrust

Hyrule Town

Swiftblade's final lesson is on the Down Thrust. With both your sword and the Roc's Cape equipped, execute an attack in midjump to bring your blade straight down. The skill is useful for bypassing certain enemies' defenses.





8 Swiftblade I: Great Spin Attack

Castor Wilds

The spirit of Swiftblade I rests beneath the shrine in Castor Wilds. You can reach him by simply pushing the shrine out of the way, but he won't teach you the Great Spin Attack until you've acquired the other seven scrolls.



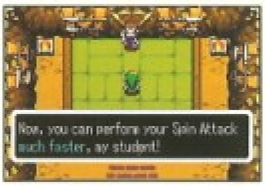


The Hidden Swordmasters

You can enhance some of your techniques by training with the following hidden swordmasters. Their locations will be revealed when you fuse Kinstones with certain other swordmasters.



Scarblade



Scarblade's dojo is behind the waterfall in Castor Wilds. Fuse Kinstones with Grayblade to uncover it. Scarblade will bestow you with the ability to charge your spin attack more quickly.

Splitblade



If you fuse Kinstones with Grimblade, Splitblade's dojo will open at the bottom of Veil Falls. As his name suggests, Splitblade will teach you how to fill your split gauge faster.

Greatblade



Fuse Kinstones with Waveblade to reveal Greatblade's dojo behind the waterfall in North Hyrule Field. After you train with Greatblade, your Great Spin Attack will last much longer.



Figurines

YOU CAN COLLECT FIGURINES MODELED AFTER CHARACTERS, SCENES AND ENEMIES IN THE GAME BY TRADING MYSTERIOUS SHELLS TO CARLOV IN HYRULE TOWN.



When you trade your shells to Carlov, you'll receive a random figurine. You need only one shell to buy a figurine, but it works like a lottery—the more shells you spend, the better your chances of receiving a figurine that you don't already have. With each figurine you add to your collection, your odds of receiving a new one decrease. If the probability dips below 50%, it's a good idea to spend the necessary shells to give yourself better-than-even odds.

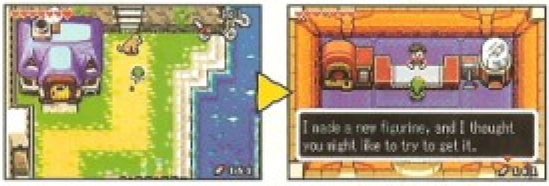


Garnering Shells



Cut grass, destroy rocks and smash jars to find Mysterious Shells randomly scattered throughout the land. You'll also discover them inside treasure chests on ocassion, and if you're really desperate for a figurine fix, you can buy 30 shells from the item shop for 200 Rupees.

Carlov's Figurine Gallery



The figurine gallery is located inside the tree in the southwest corner of Hyrule Town. To reach it, you must first shrink to Minish size and ask the dog in front of the stairs to move (see page 39). Carlov will create new figurines over the course of the game, so be sure to check back often.

Completing Your Collection



If you collect all 130 figurines, talk to the man sitting outside the café. He'll reward your obsessive-compulsive behavior by letting you into the music house. You'll find a Piece of Heart inside, along with three treasure chests and a phonograph that you can use to listen to the game's music.

Character Figurines

001 Capless Link
002 Ezlo and Link
003 Princess Zelda
004 Ezlo (Cap)
005 Sorcerer Vaati
006 King Daltus
007 Minister Potho
008 Smith
009 Mayor Hagen
010 Marcy
011 Stamp
012 Rem
013 Dr. Left
014 Carlov
015 Borlov
016 Stockwell
017 Simon
018 Gorman
019 Anju
020 Brocco
021 Pina
022 Beedle
023 Postman
024 Crenel Hermit
025 Monster Lady
026 Dampé
027 Gustaf, Royal Spirit
028 Syrup
029 Great Butterfly Fairy
030 Great Mayfly Fairy
031 Great Dragonfly Fairy
032 Percy

Character Figurines

033	Nayru
034	Farore
035	Din
036	Joy Butterfly
037	Gina
038	Festari
039	Gentari
040	Forest Picori
041	Librari
042	Town Picori
043	Melari
044	Mountain Picori
045	Goron
046	Minish Vaati

Scene Figurines

047	Vassals
048	Library
049	Blade Brothers
050	Wheaton & Pita
051	Funday School
052	Mama's Café
053	Happy Hearth Inn
054	Zill and Friends
055	The Carpenters
056	Young Couple
057	Peaceful Hyrule 1
058	Peaceful Hyrule 2
059	Peaceful Hyrule 3
060	Cucco!
061	At Lon Lon Ranch
062	The Wind Tribe
063	Gregal & the Ghost
064	Tingle Siblings?
065	Eenie & Meenie
066	Goron Merchant
067	Spookter & Spekter

Enemy Figurines

068	Sluggula
069	Scissors Beetle
070	Moldworm
071	Spiked Beetle
072	Eyegore Statue
073	Business Scrub
074	Armos
075	Keese
076	Keaton
077	Ghini
078	Gibdo
079	Rollobite

Enemy Figurines

080	Spark
081	Dark Nut
082	Red Dark Nut
083	Chaser
084	Rock ChuChu
085	Moldorm
086	Door Mimic
087	Peahat
088	Helmasaur
089	Wall Master
090	Floor Master
091	Acro-Bandits
092	Bob-omb
093	Bombarossa
094	Like Like
095	Rupee Like
096	Rope
097	Boulder
098	Ball & Chain Soldier
099	Spiny Beetle
100	Spear Moblin
101	Bow Moblin
102	Cloud Piranha
103	Mulldozer
104	Pesto
105	Puffstool
106	Wizzrobe
107	Fire Wizzrobe
108	Ice Wizzrobe
109	Wisp
110	Octorok
111	Golden Octorok
112	Golden Tektite
113	Golden Rope
114	Crow & Takkuri
115	Lakitu
116	Stalfos
117	Beetle
118	ChuChu
119	Tektite
120	Trap
121	Leever
122	Madderpillar
123	Spiny ChuChu
124	Big Octorok
125	Gyorg Pair
126	Biggoron
127	Big Green ChuChu
128	Gleerok
129	Mazaal
130	Big Blue ChuChu



Empty Bottles

BOTTLES HAVE ALWAYS BEEN COVETED ITEMS IN THE ZELDA SERIES, AND THIS GAME IS NO EXCEPTION. COLLECT THEM ALL TO HELP YOU ON YOUR JOURNEY.

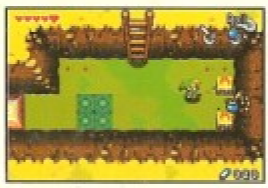


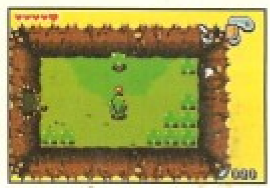
Stick This in Your Bottle and Drink It!

Empty bottles can store many different items that will help you on your quest: water for putting out fireplace blazes, potions, milk and fairies for healing, and Picolyte and charms to temporarily improve your strength, defense or luck. To use a bottle, equip it to one of the item slots, then press the corresponding button to collect water or fairies, or to use the item contained within.

The First Empty Bottle

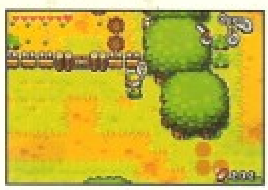
To climb Mount Crenel, you must purchase a bottle in Trilby Highlands. Head down the ladder in the northern part of the highlands, then bomb the eastern wall inside the cave. A Business Scrub will sell you an empty bottle for 60 Rupees after you deflect a Deku Nut at him with your shield.





The Second Empty Bottle

When you return home and fuse Kinstones with Smith, a treasure chest will appear just outside the gate to Eenie and Meenie's garden in the Eastern Hills. Open the chest to find an empty bottle.





The Third Empty Bottle

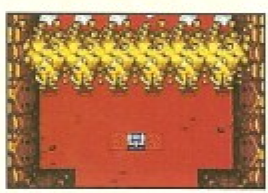
To obtain the third empty bottle, you'll have to run an errand for the shopkeeper. Shrink down and sneak into his shop through the roof, then talk to him to get the bottle of dog food. Head to his house near Lake Hylia and feed the hungry pooch. You get to keep the bottle after you've emptied it.

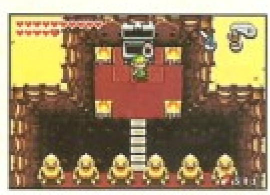




The Fourth Empty Bottle

Obtain the fourth empty bottle after you have brought the entire Goron clan together in the cave in Lon Lon Ranch. Fuse Kinstones with one farmer and five Mysterious Walls in caves throughout Hyrule to reunite the Gorons, then enter their lair and walk past them to discover the treasure chest that contains the bottle.





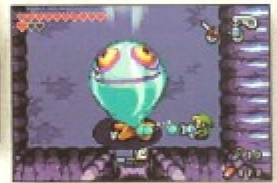
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- **Detailed information on how to obtain every weapon, Piece of Heart and empty bottle**
- **A comprehensive Kinstone guide with an in-depth explanation of the fusion process**



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